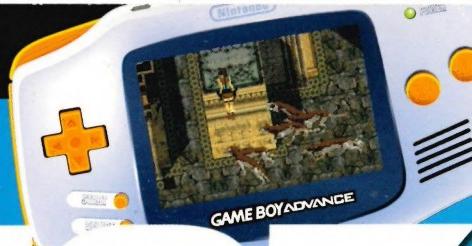


OVER 580 GAMES REVIEWED!

ISSUE 35

**TOTAL
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EXCLUSIVE REVIEW

TOMB RAIDER THE PROPHECY

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★ MASSIVE REVIEW

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into the
Chamber
of Secrets
inside!

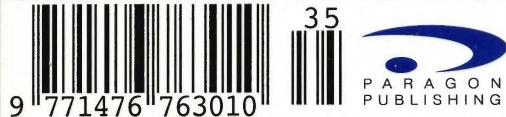
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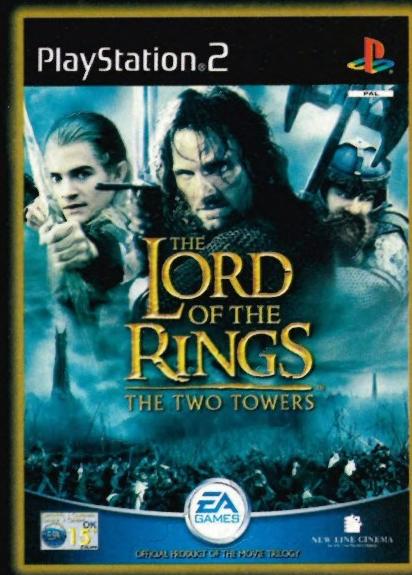
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ALL THE STARS IN THE HEAVENS ARE ON THE GBA! AND SHREK TOO.



A LARGE HELLO

THERE ARE MANY reasons why Autumn is without a doubt the best season of the year. No sunburn, no frost. Good telly, leaves to jump about in if you're that way inclined, and, of course, Halloween, Bonfire Night and run-up to Christmas.

But by far the biggest reason Autumn is the best is because every big name in the videogames world decides to hit the shelves at the same time, all vying for the Christmas Number One placing.

Which is one brief glance at this issue's contents will reveal names like Tomb Raider, Harry Potter, Lord Of The Rings, (times two!) Street Fighter, Spyro, Star Wars, Tony Hawk, Shrek and Robot Wars: all coming out at the same time? Wonderful news for gamers with lots of money, but a hell of a lot of work for us! And a terrible quandary for all you GBA maniacs without disposable incomes – which of these top-range titles can you afford to buy first?

Well some of you may have already decided which is first into your cartridge slot, but for anyone else, we've got all the most important info to help you choose, and make sure that as much value as possible is squeezed out of your thirty-odd quid. That's our job. And it's not easy.

[Handwritten signature]

OVER 580 GAMES REVIEWED!

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only review

STAR WARS EPISODE II: CLONE WARS

mini review

TONY HAWK 4

review

ROBOT WARS 2

review

REIGN OF FIRE

review

BUBBLE BOBBLE

review

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RAYMAN 3: HOODLUM MAYHEM

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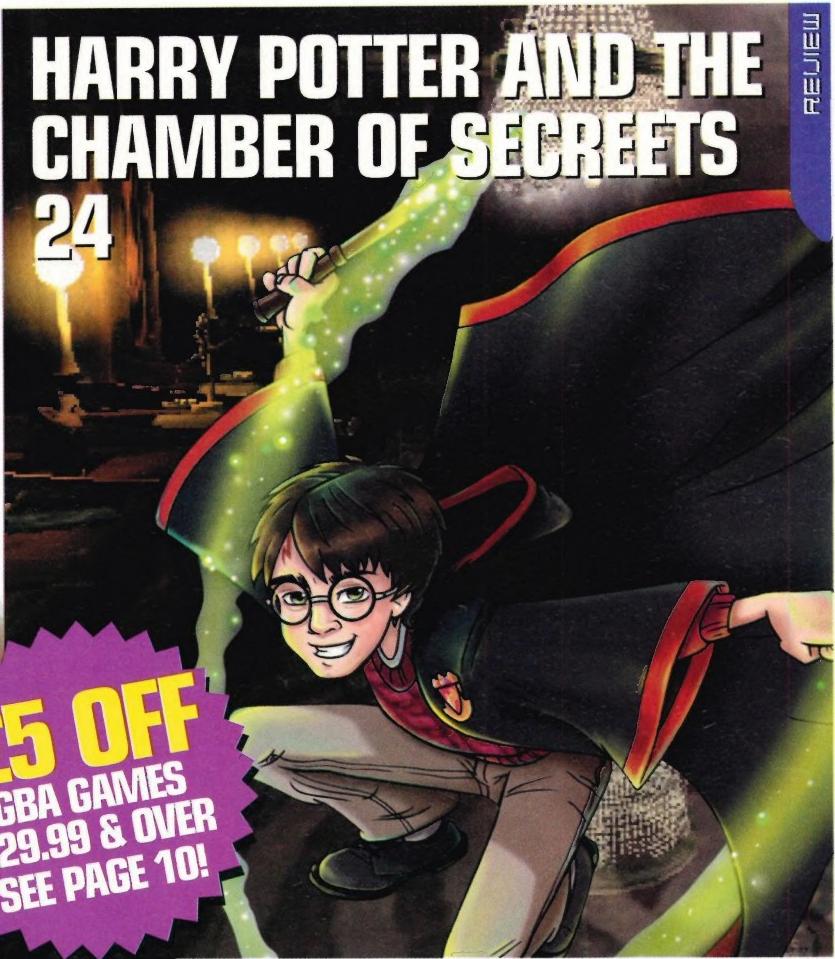


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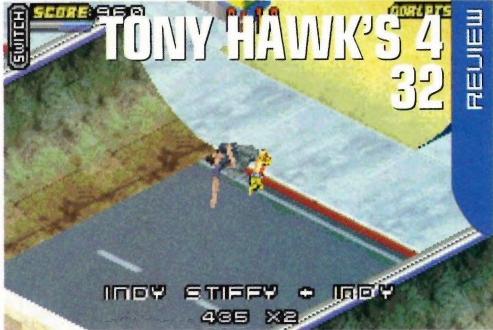
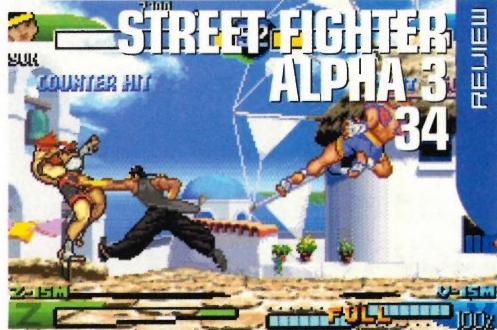
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SuperGran

CHANDRA NAIR
DEPUTY EDITOR,
CUBE
FAVOURITE SINGER:
Leonard Nimoy

STEPH PEAT
SENIOR DESIGNER,
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FAVOURITE TV SHOW:
Greenclaws

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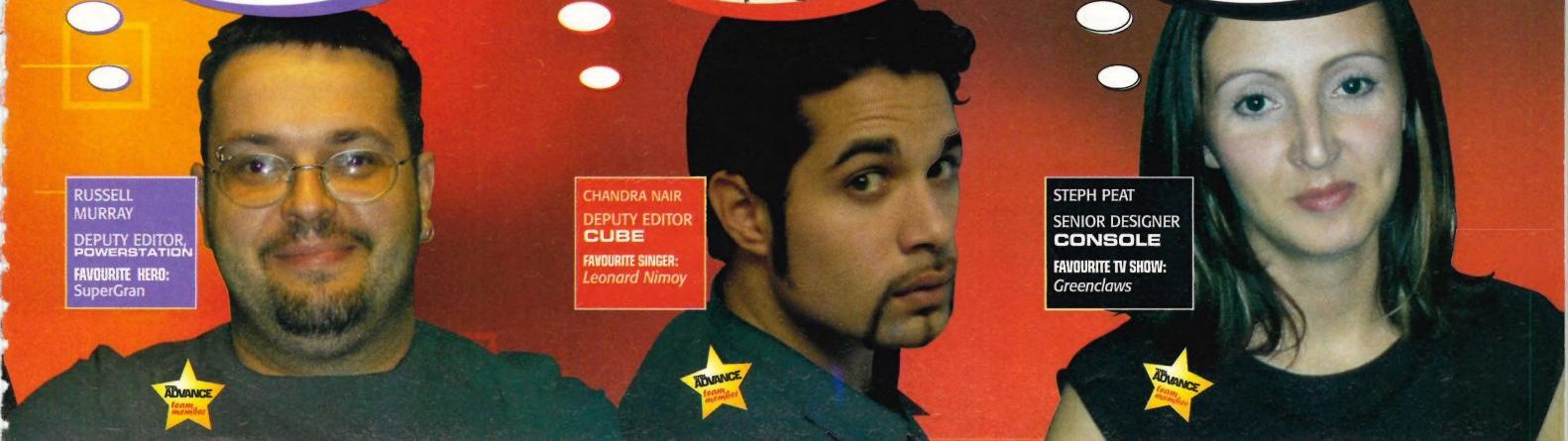
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GBA CHARTS

WHAT'S HOT AND SIZZLING COURTESY OF CHART TRACK!

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10	DOOM	Activision



TIME FOR A CHANGE?

A GBA watershed or a big bag of balls? Are you ready for GBA2?

THOSE HARDENED GBA-HEADS

out there with Internet access can't have failed to have discovered the latest rumours about the GBA2 – either accidentally leaked by a Nintendo official, or made up by a load of bored videogame journalists. But just in case you're not one for gossip, here are the 'facts' again.

This alleged major upgrade purports to have not only the expected backlit screen, but also four facing buttons instead of the traditional Game Boy pairing, a hinged flip-top screen to prevent scratching and a mobile phone style rechargeable battery, providing ten hours of play time. Even a more powerful processor has been predicted, which really will make this a new

console. And this completely new machine is supposed to be released for Christmas in Japan, with an Easter release for us types. Some 'sources' even claim to know how much this new machine will cost, despite no confirmation from Nintendo themselves.

Hmm. In many ways, all of these innovations sound tremendous, but Nintendo face the same problem whether this is all true, or whether the new GBA will be backlit only: the fact that this is a slap in the face for the millions of people who have already bought a GBA! It's all well and good to come up with upgrades, but it's a bit like a voodoo priest announcing that he's found a better way to ensure a good crop after half the village has been sacrificed!





GBA2?

FEEDBACK

It won't surprise anyone to learn that this has all generated quite a bit of debate. What have other GBA fans on www.totalgames.net been saying about the rumours?

The closest Nintendo of America has come to commenting on this tittle-tattle is the usual conservative reply: 'At this time, we haven't heard of any plans to release another GBA system. As you know, there are countless web sites on the Internet that post Nintendo news and information. Many of these independent web sites take the liberty of posting news based on rumours, speculation, or assumptions, which our translators have decoded to mean 'Er, no we can't say anything.'

Nintendo are rumoured to be making 'a big announcement' on the company's 70th anniversary, but until this takes place, we're all stuck in GBA limbo – do we look like fools and fall for this, or cross out fingers and hope that they're just making a backlit version (for which they really should compensate current GBA owners anyway)? We'll have the true lowdown next issue, but in the meantime, the debate continues. We reckon it's rubbish.

CHANDRA NAIR, CUBE

Well, it all sounds lovely and I can't deny that if it were available I'd be at the front of the queue, but... none of it is true is it? There's no way that Nintendo would limit the sales potential of the GBA, a machine that has years of life left in it. We might see an official back-lit GBA in the near future but a true successor won't appear for years. I'll stake my collection of fairy cakes on it.

LUKE ALBORGES, GAMES TM

While in theory a great idea, there are many technical issues that would hamper this new model. How would new games that need six buttons work on the old GBA (if at all)? Will backlighting affect otherwise great battery life? Would there be a trade-up scheme whereby old models could be traded up to the new one? Would infra-red be used effectively (if at all... very few GBC games used it). Sure, I'd like to see it but I think a lot of things that would need to be sorted to make it commercially viable.

BYRON WILKINSON, TA & CUBE

Although the backlight may drain your batteries a lot quicker, I'm glad that Nintendo have seen sense and have created the GBA 2 with an actual ability to be played anywhere other than in just perfect lighting conditions. The six button set up will be perfect for converting even more classic SNES titles but hopefully the extra buttons won't consign the GBA 2 to being merely a SNES emulator.

NUMBER45

If this is true I will be mighty P***d off!! This is a major upgrade, and the addition of two more face buttons is something that they should have done from the start. If this turns out to be true then we will start to see games developed with the six buttons in mind and those with just the four will be made to suffer. If this happens, I am selling the Gameboy. PERIOD.

KEFLA

I don't think it is true, Nintendo stated themselves that they were not concentrating on hardware, but games. So I'm sure they won't be rushing to develop a new GBA, anyway even if they did it wouldn't be so popular because people who own GBAs aren't going to be eager to ditch a handheld that is relatively new. It would have made the vast amounts of money poured into the GBA and its advertisement a waste of money.

NUMPTY

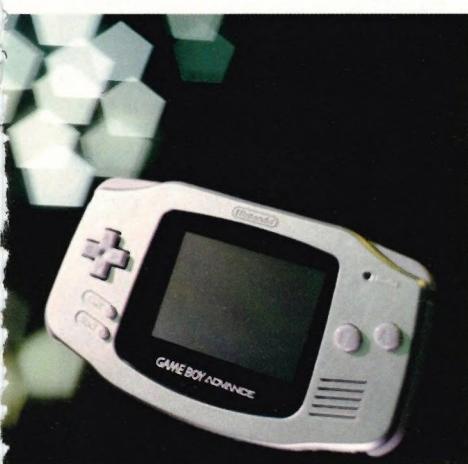
If everyone hadn't complained about the screen, which was perfectly acceptable with a decent light add on, we wouldn't be worrying about what happens when Nintendo respond. There has been nothing but bitching about the screen since it was released so like the old saying goes "be careful what you wish for..."

SIAN RAVEN

People may have complained about the screen, granted. But all they had to do was to add a backlight and it'd be fine. You can buy home-fit backlights for it anyway. They don't have to go and redesign the whole thing just because it doesn't light up, UNLESS it's a special edition thing and not a complete GBA replacement. You never know, they might spring that on us.

REDFIELD

Releasing a backlit GBA is a very good idea in my opinion. After all, it's what the people want, and they are just listening to the people. I think actually being able to turn the light off in order to preserve battery life is a good idea. As for releasing a new model with the fancy new buttons and all...BAD idea. The GBA is so successful and still very young in its life, releasing a new one now is just gonna p** people off.



SNOOP

A SMALLER SCOOP
OF GBA NEWS...

DES LOVES MARIO!

Okay, so it's not really GBA news, but you can't have failed to notice the current rash of ads starring folk with curly little moustaches. And this is to celebrate the new friendship formed between sports anchor and ladies' man Des Lynam and everyone's favourite plumber. Nintendo have made themselves official sponsors of Des's moustache in order to publicise the release of *Mario Sunshine*. Jovial Des commented: "I'm pleased that the true worth of my moustache has finally been realised. I consider Mario a long-serving brother in arms, and long may we both wear our fine facial hair with pride."



THE IRON MAN COMETH

Marvellous news for comic fans – the Iron Man, The Phantom and Mandrake the Magician will all be putting in an appearance on the GBA in coming months. The first hero will pop up in Activision's distinctly Spider-Man-style side scrolling platformer, while the latter characters can be expected in separate top-down adventures from Micros. The French masters can usually be relied on for originality in all their games, so the Defenders of the Earth should produce some pretty super challenges!



MEDAL OF HONOR POSTPONED

ZOO Digital have some of the steamiest licenses possible lined up for the GBA, but this doesn't necessarily always work in your favour. If you recall, our exclusive preview of *Medal of Honor Underground* noted that there was serious room for improvement – and, luckily, that's just what the developers have discovered too! So although the game should have been out by now, it's back in development again, guaranteeing a game worthy of the franchise. *GTA3* is also in development hell, and it's not known yet whether Sony will get their way and make *GTA3* a P2-only exclusive. Let's hope not!

PAYOUT TIME!

But then, even if *GTA3* is dead in the water, perhaps we can be more than compensated by the eventual release of *Payback* for the GBA. Developer Apex Designs has a new website up to keep fans up to date with the conversion of the *GTA*-style adventure, at www.apex-designs.net/payback.html. With many techniques brand new to GBA game production, this is a nefarious adventure to at least equal *GTA* GBA: go and take a look!



SHOOTING STARFI!

Jap game to become
biggest imported GBA title?

NOBODY REALLY KNOWS what the hell it's all about, but one look tells you that it's pure Nintendo through and through! Perhaps that's why *The Legend of Starfi* looks set to be the most imported Japanese game so far for the GBA!

Originally unveiled by Nintendo as one of their last GBC titles, the story centres around Starfi, the crown prince of a Cloud City who plunges down to Earth along with a mystical vase and makes friends with a crab and a clam on his way back to the heavens. Or something like that.

To be honest, the praise which has been lavished on Starfi is hard to justify, seeing as it's a pretty basic platformer that doesn't even make use of the shoulder buttons. You control Starfi underwater and on dry ground, and collect different abilities throughout your quest: exactly like Kirby then, really. There are 202 characters to meet (who all show up in a Pokédex style area) as well as a ridiculous amount of things to collect, but basically this seems to be ultimate Nintendo platform mayhem. Whether it's enough to guarantee a Western release is yet to be seen though!



Starfi engages in your average platform frolics.





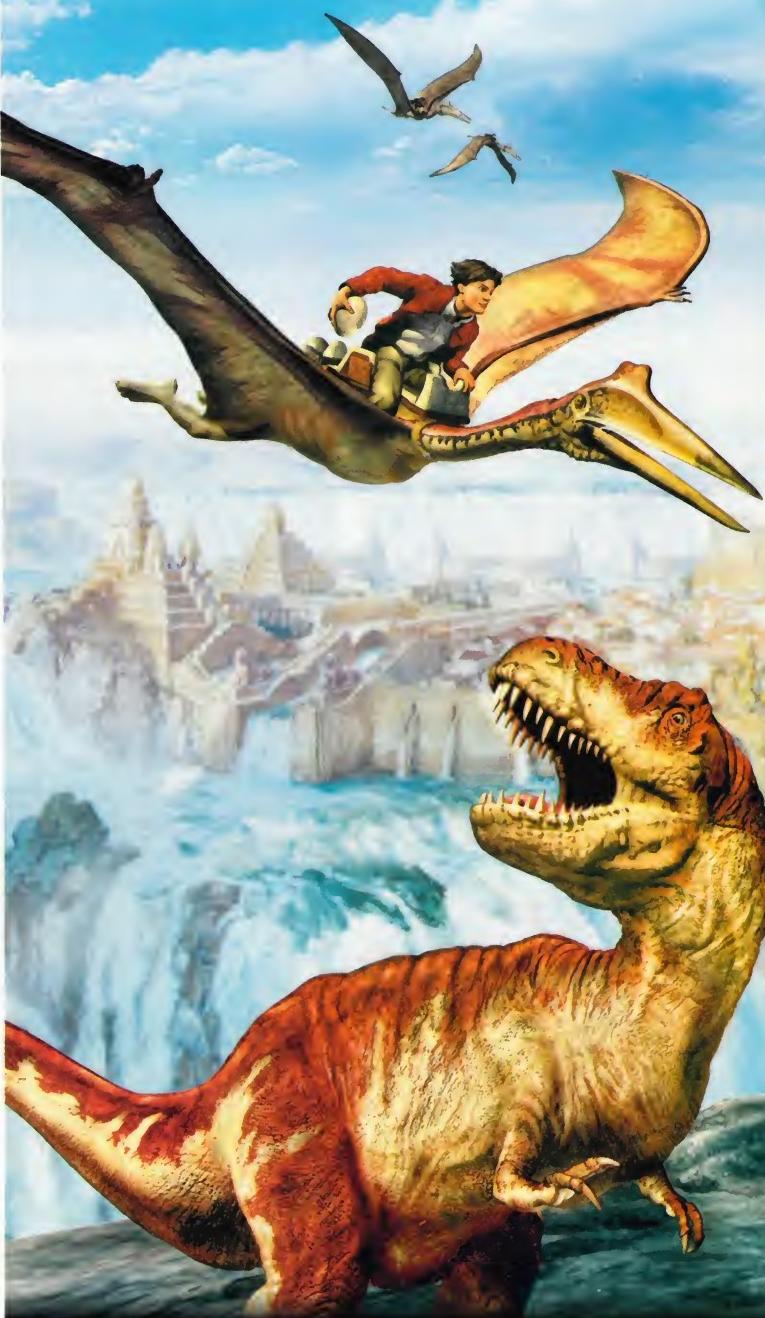
RUBY & SAPPHIRE LOOM CLOSER!

Look at all the new... things!

NO ROOM HERE for musings on the first *Pokemon Advance* game – we'll save all that for our EXCLUSIVE PREVIEW. So in the meantime, just take a look at the new Monsters lined up for the new adventure! Meet Kinori, Achamo and Mizigorou, the three *Pokemon* you'll start with!



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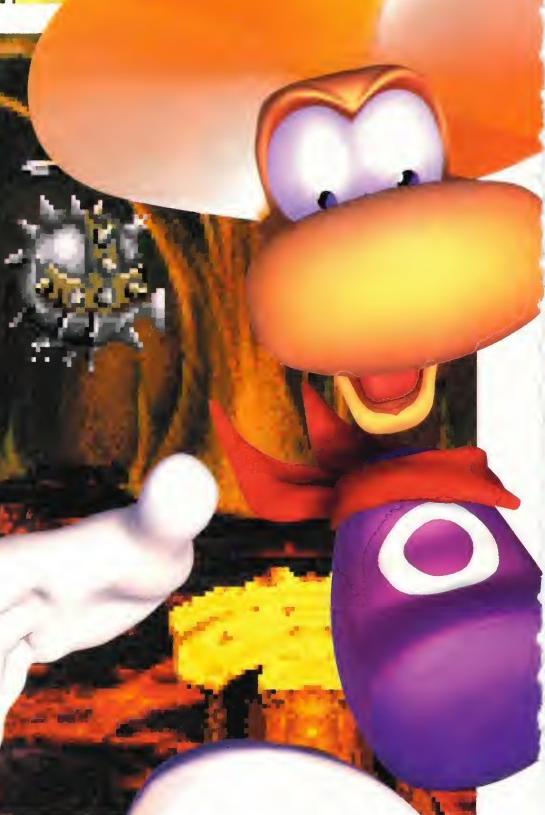
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ADVANCE HANDS ON!



TOTAL ADVANCE	
INFORMATION	
RAYMAN 3: HOODLUM HAVOC	
PUBLISHER:	UBI SOFT
DEVELOPER:	UBI SOFT STUDIOS
PRICE:	£29.99
ORIGIN:	FRENCH-CANADA
PLAYERS:	4
PERCENTAGE COMPLETE	
RELEASE DATE: APRIL 2002	

PREVIOUS

FROM THE MAKERS OF...

RAYMAN ADVANCE

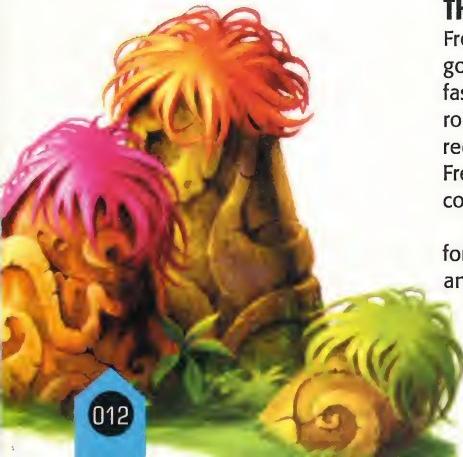
- A rehash of the original *Rayman* game – however, the gorgeous graphics, addictive gameplay and amusing animation made it a hit



TOTALGAMES.NET RATING: 88%

RAYMAN 3

Rayman makes a welcome reappearance in a brand new adventure written especially for the Game Boy Advance...



THERE WAS A time when the French only used to be known for good things – great food, terrific fashion sense and being incurable romantics (although personally we reckon the latter was something French blokes made up so they could steal our girls!).

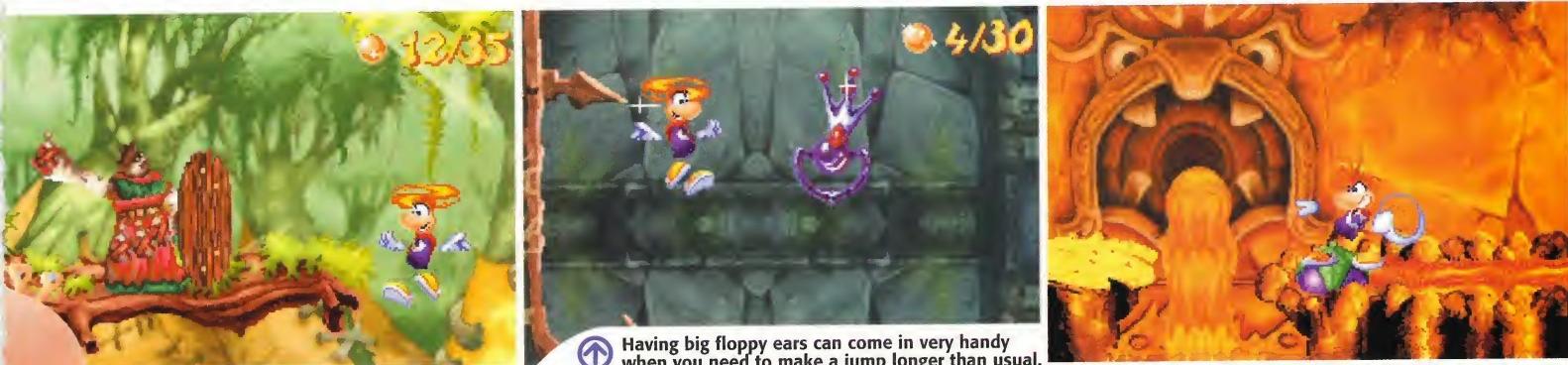
Lately though, the people famed for their love of eating the various animals you tend to find at the bottom of your garden have developed a less savoury

reputation. Between the offal-with-everything attitude and nuclear testing the world image of the French would be looking pretty grim right now were it not for one thing – their videogames.

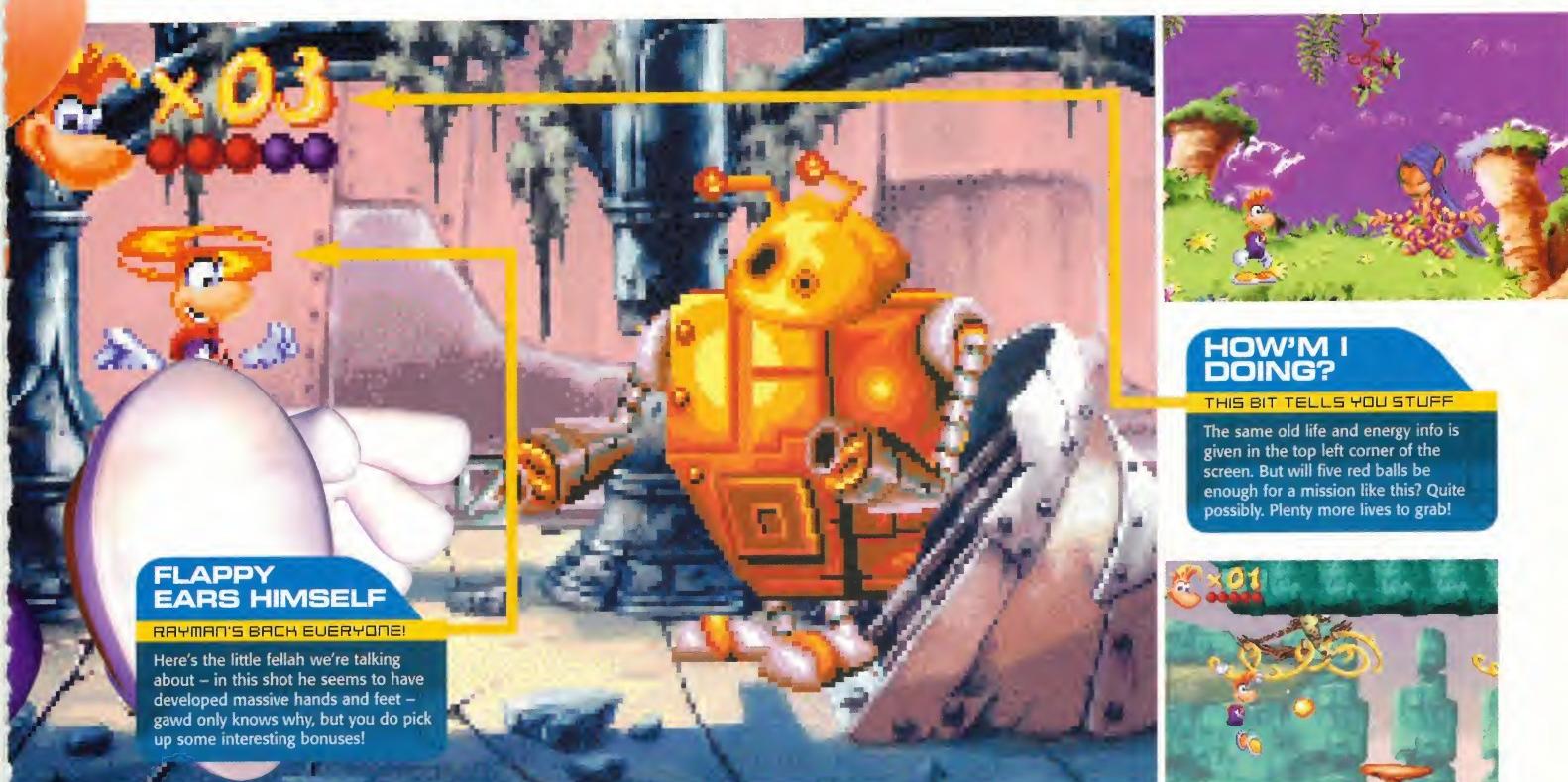
Say what you like about those chaps at the other end of the Channel Tunnel – they know a little something about developing entertainment software, as proved by the enduring popularity of one character in particular: Rayman.

For those of you who've never come across Rayman before, he's a small guy with a big nose, elliptical body and floppy ears... oh, and he's got no arms or legs. He does, however, have hands and feet, which operate seemingly independent of the usual laws of physics. This unique character trait started – we're convinced, and you won't make us believe otherwise – as a way of making life easier for the animators on the

"RAYMAN IS A MORE VERSATILE HERO THAN OTHER VIDEOGAME LEADS WITH THE STANDARD COMPLEMENT OF LIMBS"



Having big floppy ears can come in very handy when you need to make a jump longer than usual.



FLAPPY EARS HIMSELF

RAYMAN'S BACK EVERYONE!

Here's the little fellah we're talking about – in this shot he seems to have developed massive hands and feet – gawd only knows why, but you do pick up some interesting bonuses!

HOW'M I DOING?

THIS BIT TELLS YOU STUFF

The same old life and energy info is given in the top left corner of the screen. But will five red balls be enough for a mission like this? Quite possibly. Plenty more lives to grab!



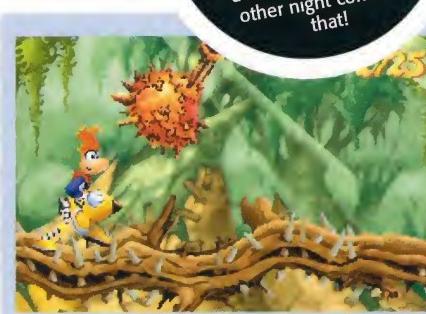
early *Rayman* games; however, it's since proved to be a useful gameplay element because it means that Rayman is a more versatile hero than other videogame leads with the standard complement of limbs. His fists and legs can do many things that they couldn't otherwise do were they connected to his torso, you see.

The version of *Rayman 3* that we've got in the office is still fairly early, so a lot of the gameplay is

still to be implemented. However, it does promise 48 levels (with another 48 available if you connect the GBA version of *Rayman 3* to the GameCube incarnation!) including multiplayer maps and special challenge stages, a host of strange characters, and a wealth of entertainment set within eight different universes. It's almost enough to make you forget that fiasco with the lorry loads of lambs...



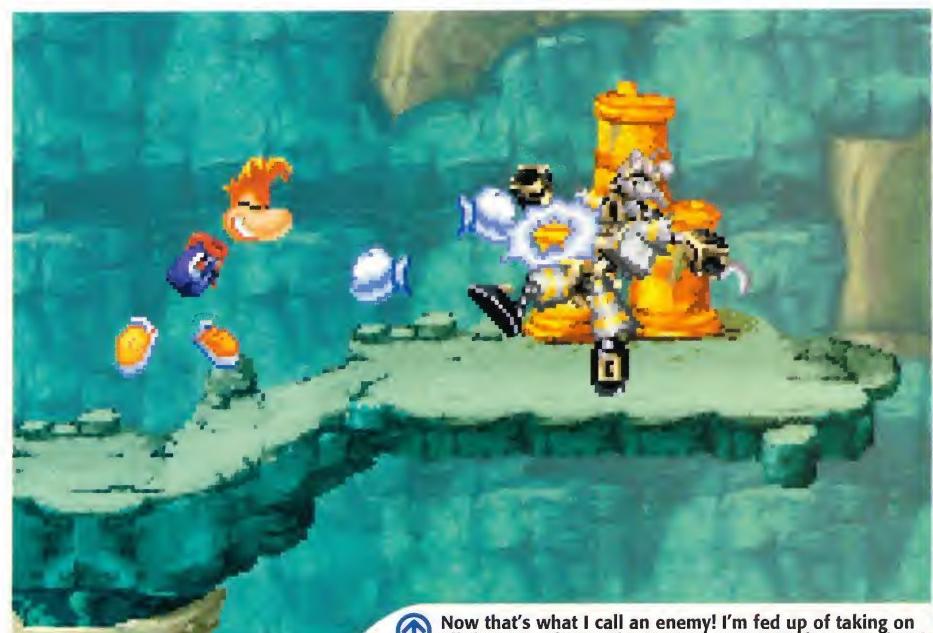
ADVANCE HANDS ON!



HITCHING A LIFT

'CHILL OUT HOPPALONG'

Yee-haw! Ride 'em, Ray-boy! Er... as you can see, Rayman isn't restricted to just moving through the levels purely under his own steam. This little robot makes a great substitute horse (plus it doesn't require feeding or mucking out and doesn't get scared by passing motorists when used on public roads) and it should aid you in traversing certain sections of the game once you've mastered control of it. Wagons roll!



Now that's what I call an enemy! I'm fed up of taking on all these namby-damby pirates - come on then, rust-butt!



LONG ARM OF THE LIMBLESS

HITS HARD AND DUCKS DOWN

As Rayman has no limbs to speak of, he therefore has nothing restricting how far his hands and feet can stray from his body. This has been used for comedy value in previous titles (one game even saw Rayman losing his hands and having to play for a while completely armless). In *Rayman 3*, the lack of limbs comes in very handy for performing long-range attacks on the bad guys - our hero simply lobbs his fists at the enemy while keeping safely out of range of any retaliation!

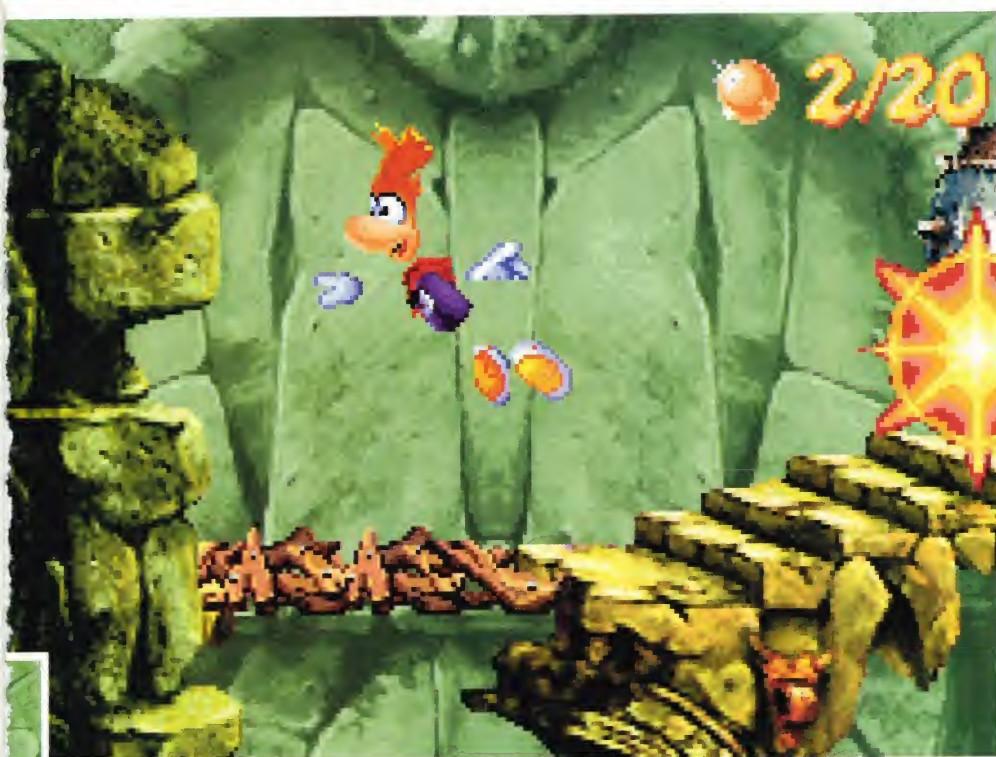
TOTAL ADVANCE

THINKS...

FIRST IMPRESSION

Graphically this game is head and shoulders above its predecessor with some gorgeous animation and a variety of incredibly detailed characters. At this stage the gameplay's not all there - the levels are a little empty so you can't really get a proper feel for how it'll handle - however, the gameplay of *Rayman Advance* was spot on and the sequel promises much more variety, including four-player link-up, so we're quietly confident about how it'll turn out.

"THE LACK OF LIMBS COMES IN VERY HANDY FOR PERFORMING LONG-RACE ATTACKS ON THE BAD GUYS..."



THAT'S MY GIRL!

BIRDY BUSINESS

Unlike many cartoon heroes, Rayman isn't totally sexless. No, he's as masculine as he can be and this young lady here is Ly, who – as best we can tell from previous adventures – is Rayman's on-and-off girlfriend or, to use the vernacular, his 'bird'. Ly is actually a fairy, who – helpfully enough – has magical powers that allow her to imbue old no-limbs with extra abilities providing that he's remembered to do the washing up and hasn't been leaving the toilet seat up all week long.

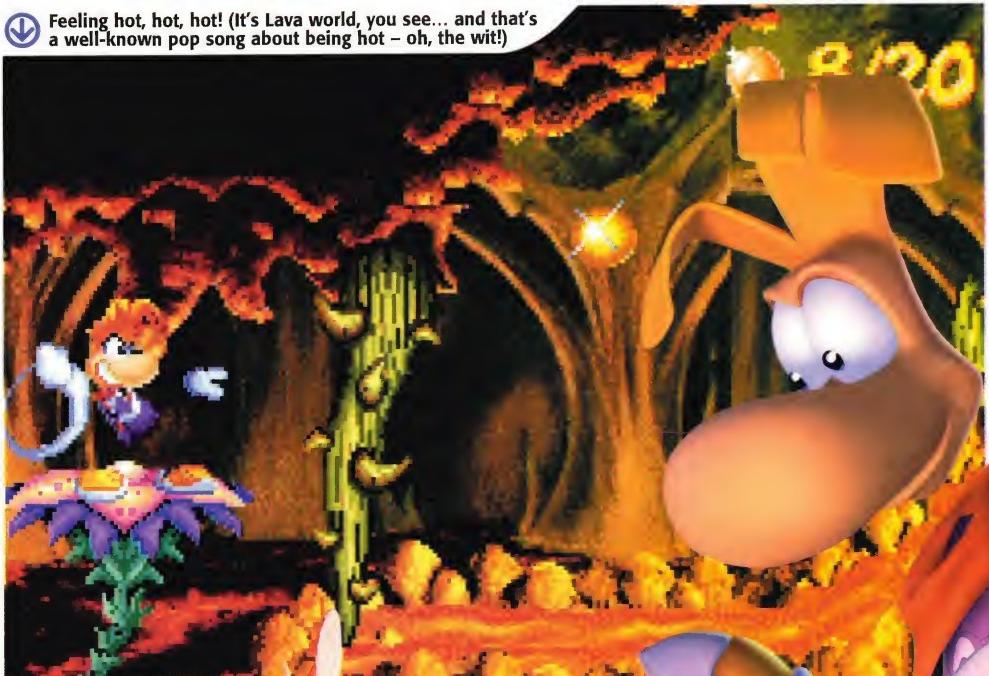


WATER LAUGH

RAYMAN GOES EXTREME

Fans of *Rayman* games on other formats (the N64 for example, or even the forthcoming GameCube version) will know that the gameplay isn't all side-scrolling action. Previous incarnations of the game have opted for a little variety in the proceedings, and *Rayman 3* follows in their footsteps. At certain points in the game our hero hitchs a lift (so to speak) on the back of a friendly water-dweller – the catch is that he doesn't get to ride, instead he's towed behind, waterski-style! And he's not even wearing a life jacket – what sort of example is that setting the kids, eh?

Feeling hot, hot, hot! (It's Lava world, you see... and that's a well-known pop song about being hot – oh, the wit!)



ADVANCE PREVIEWS

The boys are back in town!

TOTAL ADVANCE	
INFORMATION	
BUBBLE BOBBLE: OLD AND NEW	
PUBLISHER: EMPIRE INTERACTIVE	
DEVELOPER: TAITO	
PRICE: £29.99	
ORIGIN: JAPAN	
PLAYERS: 2	
PERCENTAGE COMPLETE	
00 25 50 75 100	
RELEASE DATE: DECEMBER 2002	



BUBBLE BOBBLE: OLD AND NEW

Some dragons shoot fire, some puff smoke... these two blow bubbles, and they're cute as hell!

"IF THEY WANT TO GIVE US TWO VERSIONS OF IT, THEN WHO ARE WE TO COMPLAIN?"

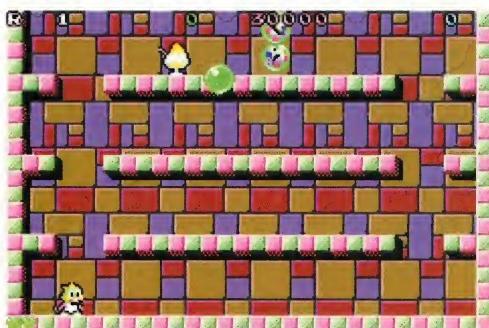
WAY BACK IN the mists of time, when *Monster Munch* were big, the trains ran on time, Michael Jackson was still cool and 48k was considered to be an awesome amount of processing power, there was an arcade game called *Bubble Bobble*. Now, many years on, technology has come a long way – we've got hand-held games machines with more power than most of the computers that helped put man on the moon, and *Bubble Bobble* is back.

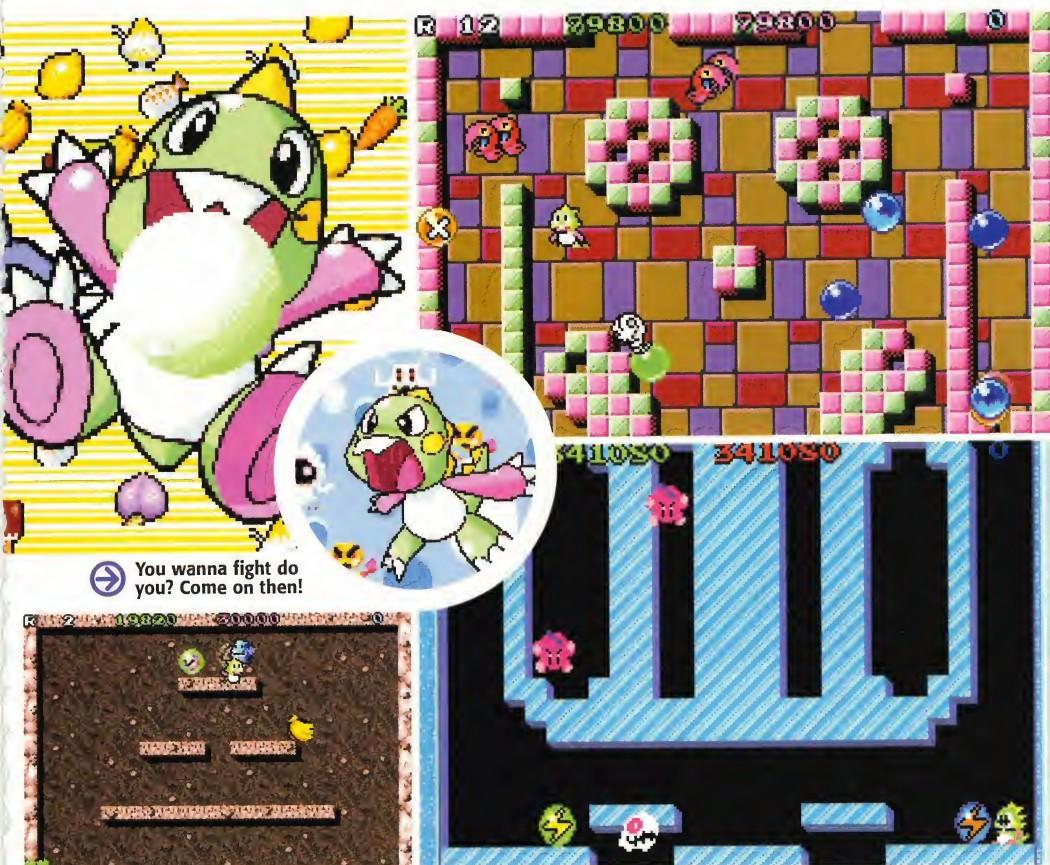
The plot is simple – you play one (or both) of a pair of little dragons called Bub and Bob, whose girlfriends have been kidnapped. To get them back you must make your way through level after level of enemies, despatching the beasties and moving on. This is achieved by blowing bubbles at the

enemies to trap them and then bursting the bubbles before they get free. Simple it may sound, but it's one of the most addictive games ever!

Bubble Bobble: Old And New is basically two games in one. There's the old game of *Bubble Bobble*... and (can you see where this is going?) there's the new one! At this moment in time, as far as we can tell, there's not actually a whole lot of difference between the two games, and in fact the only thing which does seem to change is the graphics. Nice idea, you think? Well, taking an old game and giving it a makeover is often a nice concept if the look of the original is a little naff, but *Bubble Bobble* was always a gorgeous-looking title and as the 'old' version we're given here is pretty-much arcade perfect, it seems a bit of a waste of effort just to repaint the whole thing!

That said, the game itself is a classic, and if they want to give us two versions of it, then who are we to complain?





WET 'N' WILD

As you progress up through the levels, you come across various power-ups and special 'elemental' bubbles. These contain different immediate effect icons, such as the lightning bolt, which fires across the screen and takes out any enemies that it strikes and the water bubble. When burst the water bubble releases a stream of water (obviously) which makes

its way to the bottom of the screen by the most direct route, taking out any enemies that stray into its path. If you fancy a bit of a ride, simply step into the flow and take a rollercoaster trip straight to the bottom. This can be handy for getting out of sticky situations, as you can't be injured while travelling with the water.



Alas, poor Bubby. I knew him... er, not very well actually. More of an acquaintance, to be honest!

TOTAL ADVANCE THINKS...

FIRST IMPRESSION

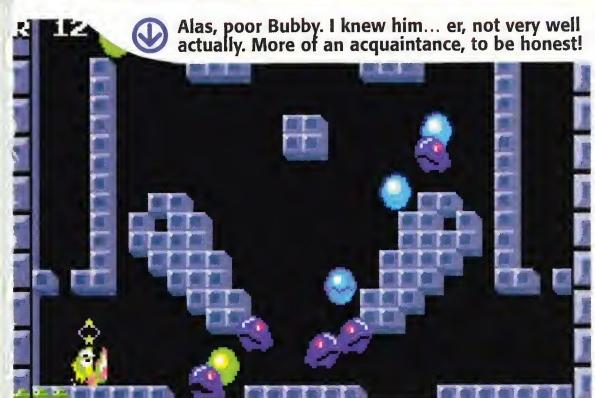
The original game was a total winner and this version contains a perfect recreation of the arcade classic, a pretty safe bet in our book. Aside from the aesthetically different 'new' mode, it's difficult to see what extra bits and pieces are on offer and playing through the same game twice, just to experience different graphics, isn't exactly an earth-shatteringly fantastic idea!



FAMILY HISTORY

SCALY SODS AIN'T THEY?

Bub and Bob have been in videogames almost as long as Mario! They first appeared as the little dragons we know and love in the original arcade game, *Bubble Bobble*, of which this is a conversion. After this, they became human, and set off to save the Rainbow Islands in the aptly named *Rainbow Islands*, before (still in human form) heading off to save seven worlds through the use of magic parasols in the title *Parasol Stars*. Tired after saving the world rather a lot, Bub and Bob returned to the Rainbow Islands for a much-needed rest, only to be turned into dragons once again and sent off in pursuit of magical potions for a fourth game, *Bubble Memories*. This was pretty much the end of Bub and Bob's adventures, although some strangely similar-looking dragons called Bubby and Bobby starred in the games *Bubble Symphony* and *Bubble Bobble 2*, and Bub and Bob are now making a living appearing in the hugely successful *Bust-A-Move* series of games on various formats. So now you know!



You can keep your sodding trains – bubble travel is the only way to go!

WIN! WIN! WIN!

STAR WARS: ATTACK OF THE CLONES

The Prize Is Strong In This One...

THANK THE FORCE that George Lucas finally relented and decided to start bringing out DVDs for the new *Star Wars* movies – because now every Jedi-head in the world can watch the blue-screen-based prequels as many times as they want! Pause the Clone battles in pixel-perfect quality! Re-run those romantic interludes to check if they really were as awful as they first seemed! Watch Yoda kicking twelve kinds of intergalactic poo out of Count Dooku as many times as often as you like! And ten lucky TOTAL ADVANCE readers can do all of this for free. And, even better, they can then see what happens next in the tale with the GBA title *Star Wars 2: The New Droid Army* as well! Thanks to those frankly sexy folk at THQ, we've got ten copies of the DVD and the game to give away, not to mention for one lucky first prize winner – all this and a brand new GBA console into the bargain! Definitely the best offer in the galaxy this month! For your chance to get hold of all this lovely Droid-bashing merchandise, simply answer these three daft questions and get your entries into us before December 23, marking your entries 'Star Wars 2 DVD'.



ATTACK OF THE EXTRAS

A DULCH SNEAKY PEAK AT THE EXTRAS AWAITING YOU ON THE STAR WARS 2 DVD...

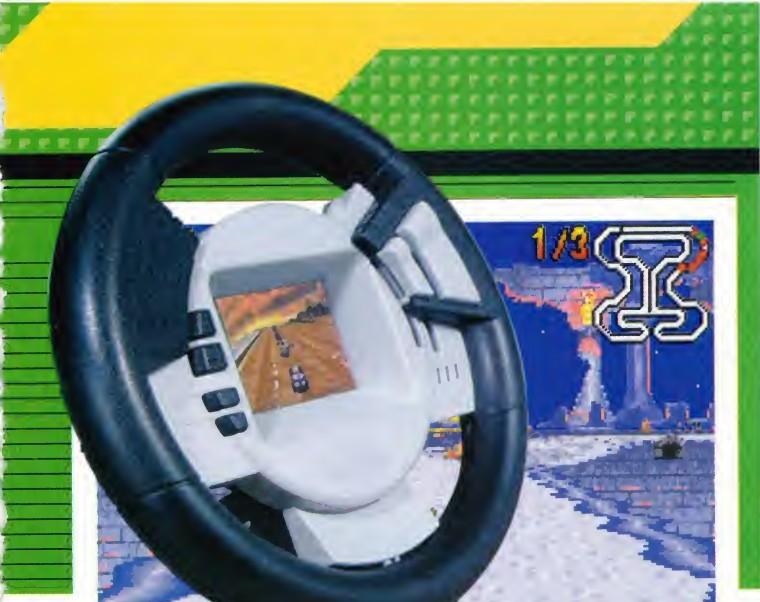
- Audio Commentary by Writer/Director George Lucas, Producer Rick McCallum, Editor-Sound Designer Ben Burtt, Visual Effects Supervisors and Animation Supervisor Rob Coleman
- "From Puppets To Pixels": A full-length documentary that tracks the revolution in digital character animation
- "State Of The Art: The Previsualization Of Episode II": An all-new documentary featuring never-before-seen Animatics of Episode II
- "Films Are Not Released, They Escape" documentary
- 3 Behind-the-Scenes Featurettes
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STAR
WARS
ATTACK OF THE CLONES



ANSWER
CORRECTLY
YOU MUST



RALLY ROUND!

The craziest GBA peripheral of all can be yours!

IF YOU'VE GOT an eye for a wacky GBA add-on, you can't have failed to be intrigued by our small review of Pro Play's brand new Rally Boy steering wheel. Yes, that's right, they've seriously knocked up a tough, quality steering wheel, which the GBA clips into easily, allowing you to whizz through all your favourite GBA racers in full-on driving mode! We laughed like drains when we first heard about this – but we soon stopped when we saw the baby in action! The GBA's ports are left helpfully free, and it just works so simply! It does work best with a backlit screen, but as it's also one of the cheapest peripherals on the market, it really has got to be tried!

In fact, damn it, why not get your own for free? Thanks to Mark Wallace and all at Pro Play, we've got ten of these ultimate handheld talking points to give away, and all you have to do is to answer this question and get your entry in by December 23, marking your entry 'Rally Boy'.

D. WHICH OF THESE OTHER 'BOYS' WAS RELEASED BY NINTENDO?

- A WATER BOY
- B PLASTIC BOY
- C BALL BOY
- D VIRTUAL BOY



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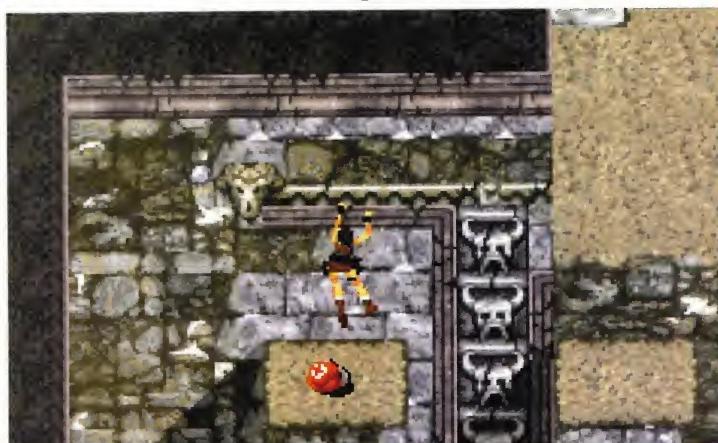


GAME BOY ADVANCE



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Just another platformer?



That's no way to treat people suffering from acute anorexia! Shame on you, Lara!

TOMB RAIDER: THE PROPHECY

Lara's back, and now she's in the palm of your hands...

TOTAL ADVANCE	
INFORMATION	
TOMB RAIDER: THE PROPHECY	
PUBLISHER:	UBI SOFT
DEVELOPER:	CORE DESIGN
PRICE:	£29.99
ORIGIN:	UK
PLAYERS:	1
STATS	
■ IT'S LARA CROFT!	
■ CLASSIC PLATFORMING	
■ GREAT ATMOSPHERE	
■ EXPLORE ANCIENT TOMBS	
RELEASE DATE:	OUT NOW

YOU'VE ALL

heard of *Tomb Raider* and its infamous adventurer Lara Croft, right? Well, we'll assume that you have because unless you've been asleep for the last ten years you won't have been able to avoid the skimpy temptress. She started life on the PlayStation all those years ago, made her way into comics and a blockbuster film, and now she's on the GBA; the lovely lady herself right in the palm of your hands.

You might have expected Core to give us a standard scrolling platform affair but instead *Tomb Raider: The Prophecy* takes on the form of a top-down isometric platformer. In fact, the game is very similar to the first game – Lara can run, jump, shimmy, climb and travel with both her guns out. When coming across an enemy, she will lock onto it at which point she can roll and flip out of harm's way. There are some notable absences, though;

you can't take single steps forwards and you can't perform back-flips unless you're locked onto an enemy. The reason for this is that the game's design really doesn't necessitate it. The digital controls are extremely precise and you won't find yourself falling to your death very often.

This sounds like a good thing but in some ways it's what makes the game little more than average. Don't get us wrong, the atmosphere is definitely there. This does feel like a *Tomb Raider* game, with the mystical storyline, the howling wind and the scary tombs... but all the skill has been removed, leaving what is a very easy and linear game. In other *Tomb Raider* games you have to carefully judge distances, and the perspective meant that you can't always see secret areas from some platforms. There really is an imposing sense of mystery and challenge. *Tomb Raider: The Prophecy*



"TOMB RAIDER: THE PROPHECY IS MISSING A MASSIVE CHUNK OF WHAT TOMB RAIDER SHOULD REALLY BE ALL ABOUT"

BLACKOUT: Whenever Lara dies, the screen turns black and she screams until she hits the bottom. If anything, it's quite funny and you'll end up doing it on purpose.



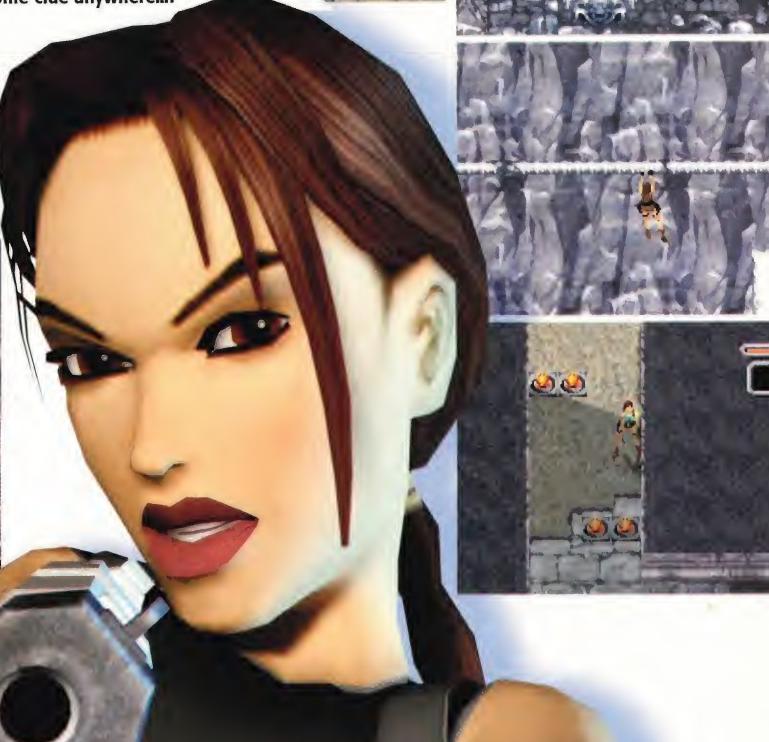
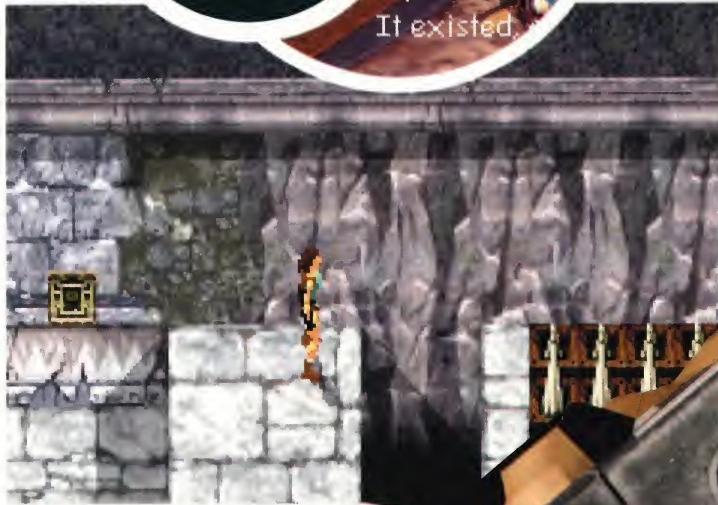
SPELLBOUND

ARE YOU READY?

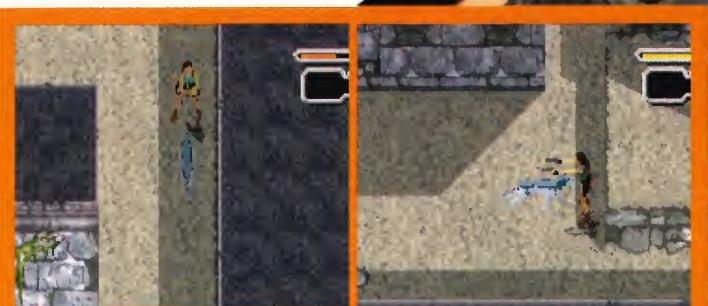
As with all Tomb Raider games, it starts off with a story and centres around an ancient treasure. This time, Lara looks for a rock which holds the secret to real magic.

These words recurred in Lara's head as she contemplated the Swedish mountain. Magic, men and supernatural forces... It existed, it still exists.

Now, here's a switch. What do I do? Is there some clue anywhere...?



Often all this jumping around pressing switches makes you stop and think...



PATH OF THE WOLF

HIGHEST CLIMB

The enemies are the only challenging part of the game. When you get near one, Lara can choose to get her guns out, at which point she will lock onto the nearest enemy. You can always sprint away if it gets too much for you, but this becomes difficult when you're near a ledge. What's really annoying though, is the fact that if a wolf is on a ledge at head height you can't jump and shoot. You have to actually climb up to the platform and most of the time the wolf will be on you before you get up.



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The Tome of Ezekiel referred plateau.

HMM... PUZZLING?

NOT REALLY THAT COMPLEX

The puzzles in the game are very simple compared to those we would normally expect from a *Tomb Raider* game. In one level, you have to search for a massive axe, which needs to be placed in a statue's arms in order to open a door. A very simple task indeed, but the game tells you exactly what you need to do as soon as you enter the area. Nooo! That's not what we want! We want to figure it out for ourselves, we don't need to be spoon fed.

Sadly, the puzzles never really get any more complex than this. In other *Tomb Raiders* you would see a door opening somewhere in the level, but in this version the game scrolls down and shows you exactly where the door is.

is too easy for its own good and is missing a massive chunk of what *Tomb Raider* should be all about. You never feel on edge because the chances of you misjudging a jump are pretty small. Similarly, the puzzles are nothing too challenging with most switches opening a door just around the corner or maybe putting out some flames for a while.

Saying all this though, as GBA platformers go *Tomb Raider* is a very good one. The relatively

small areas mean that you'll always want to see what is just around the corner and the password system will let you get straight into the action if you do happen to throw yourself into a bottomless pit. As long as you come to *Tomb Raider* with an open mind you'll be pleasantly surprised, but if you're expecting challenges of the quality seen in the PlayStation version you'll probably switch off after about half an hour because they just aren't there. **CHANDRA**



At school they called her Thunder Thighs - soon they will all pay!



EASY PEASY

YOU WOULD RATHER DIE

The main problem we have with this game is that it's far too easy. Each area is quite small, and every time you go into a new area you'll be given a new password. If you die you can simply choose to continue or you can switch off and tap in the password later on. This is great news for people who are rubbish at games but for the majority of gamers, it would have been better to have the passwords spread out a little more sparsely. As it is you could go through the whole game in a few nights and that's not really what you want to hear, is it?



VERDICT

A GOOD PLATFORMER BUT JUST NOT *TOMB RAIDER* AS IT SHOULD BE, ESPECIALLY NOT WHEN YOU'RE BEING SPOON FED.

• TOMB RAIDER: THE PROPHECY

VISUALS

The world is well created but the enemies are a bit lame. The wolves could be big snakes.

AUDIO

Wind, rain and howls create a good atmosphere but there could have been some speech.

GAMEPLAY

Plays very well, but it's a little bit too easy for most people.

LIFESPAN

Because of the lack of any sort of challenge you may get bored and switch off.

ORIGINALITY

Hardly original but then that's not what you're looking for in a game like this.

ALTERNATIVE

SUPER MARIO ADVANCE 3: YOSHI'S ISLAND



The king of GBA platformers. This really is how it should be done. All games must bow down and pray to the platforming god.

OPINION

YAWN! A kind of a fair game, but I can't see myself ever sitting down and playing this again due to the linear levels and lack of real excitement. We've all been there and done this, the motivation will easily disappear the more you play.

75%

GARY

FINAL SCORE

80

A GOOD ENOUGH PLATFORMER IN ITS OWN RIGHT BUT LACKING ALL THE ELEMENTS THAT MAKE *TOMB RAIDER* WHAT IT IS.



Hooray for Harry or what?



HARRY POTTER CHAMBER OF SECRETS

A year on from Harry-mania – or whatever daft term you want to use – does Hogwarts still have the magic?



TOTAL ADVANCE	
INFORMATION	
HARRY POTTER: AND THE CHAMBER OF SECRETS	
PUBLISHER: EA	
DEVELOPER: EUROCOPM	
PRICE: £29.99	
ORIGIN: UK	
PLAYERS: 1	
STATS	
■ WELL, IT'S POTTER FOR A START.	
■ GAMECUBE LINK-UP	
■ WIZARD CARD COLLECTABLES	
■ MINI-GAMES GALORE	
RELEASE DATE: OUT NOW	

SOME OF YOU

may have thought us a little harsh a year ago when we gave *Harry Potter And The Philosopher's Stone* only a reasonable score, resulting in the rare sight of a GBC version of a licence outscoring its GBA stablemate.

But that was during the maddest excesses of that irritating media creation, Pottermania, and it was hard not to be extra disappointed after the hype had started to turn into an annoyance. Now, a year later, Potter will have to work just as hard as old Frodo to gain the hearts and piggybanks of British kids. Away from the hype, Rowling's world is still seductively English, strangely autumnal and occasionally irreverent enough to appeal to

imaginative adults as well. All in all, Hogwarts is still a pleasant place to spend a Sunday afternoon.

Plus, although we can safely predict that the Game Boy Color offering for Potter's second movie will be as fun as its merry predecessor, (albeit with some impressive improvements – see over the page!) the GBA alternative has been two years in the making, a whole re-design of the way the game works has visibly improved the action around Hogwarts. A lot of hard work has gone into this new GBA *Harry Potter* adventure, but will it pay off? And, considering the fact that Potter merchandise will very likely still fly off the shelves this Christmas, are they really that bothered?



THUMBS OFF!

BRUSH, BRUSH

Pop into the Quidditch shed to practise on your broom, but the challenges will get harder – almost impossible! No thumbs for you in a week then!



"POTTER WILL HAVE TO WORK JUST AS HARD AS OLD FRODO TO GAIN THE HEARTS AND PIGGYBANKS OF BRITISH KIDS THIS CHRISTMAS"

SPELLBOUND: One near-trifling problem with the game's controls is the awkwardness of changing spells, you will have to go the menu and search for them!



Probably too busy drinking, gambling and solving crimes in Liverpool.



HER AND THE F SECRETS



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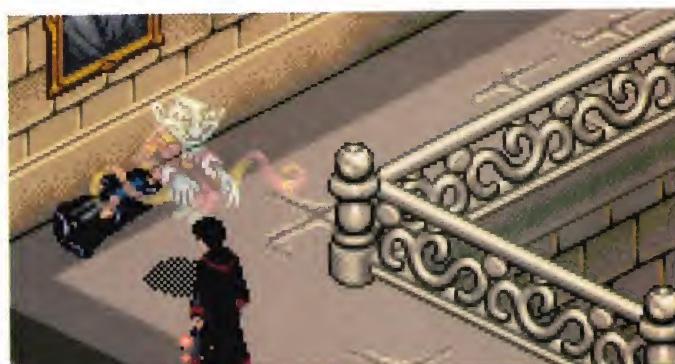
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CHAMBERS CUBED



The one extra collectable we didn't mention above was the 'Locations' set of Wizard Cards. The clever clog designing folk have included a great GameCube link-up option on this second adventure, which opens up the entire Forbidden Forest area on the GBA game, with a secret monster introduced specially for the GBA game by JK Rowling! This is the only way you can complete your 'Locations' set, and completing the set opens up the entire Gringott's Bank area

on the Cube adventure – not much use to us, but still seriously impressive stuff for a tiny GBA cart. The GameCube version itself is much the same as the other major console releases – Hogwarts is almost totally recreated in all versions, although you're still set Zelda-style tasks throughout the game, just like on the GBA. And it's also worth mentioning that you don't even need the GBA game to play GBA sliding puzzles on the larger game.



Why, it's potty wee Potter!
Why's Potter lurking?
ATTACK! ATTACK! ANOTHER
ATTACK! NO MORTAL OR
SAFE! RUN FOR

Peeves is played by Rik Mayall in the new movie kids!



COMMENT

If you're a *Harry Potter* fan, you're going to be hard pushed to find much to complain about in this game, especially as you delve deeper and deeper into the captivating Hogwarts atmosphere.

But then the action of the game hasn't been changed from the previous adventure quite as much as we'd have liked, although the amazing new design does make the endless round of spell challenges more palatable. The plot seems largely crowbarred in between the large assault courses Harry is forced to go through, and while Ron and Hermione stand on the sidelines and bicker, you'll still be casting spells on blocks to trigger switches, and firing at annoying dwarves – and, of course, you'll still have to go through the painfully unfair Metal Gear Solid-style tasks, hiding from identical prefects who really must have magic eyes in their buttocks. It's only the instant

save system and the extra touches (such as hiding behind curtains) that stop this from

becoming too annoying – but you'll still probably want to go for a break in between these chores.

Played at leisure though, this remains a bewitching adventure, and one that true Harry-maniacs will want to return to, again and again. Because, aside from the pleasure of wandering around this miniature Hogwarts, the quality of the extra features means that once you've solved the Riddle of the Chamber (even with full house-points for Griffindor, which is far more difficult!) there are lots of reasons to keep on playing. Aside from the task of collecting one hundred red jellybeans, there are five sets of five Wizard Trading cards to collect, which unlock a different excellent option when complete. Waiting to be discovered is a secret spell, which opens up more areas of the school, a bonus potion, a complete Bestiary guide and a way to instantly open all of the Quidditch sections.

By the end of the term, you can really see where two years of hard work have gone – it's good to know that some developers are working round the clock to create GBA games with the depth of *Chamber Of Secrets*.

JEM



GOTTA
GRAB 'EM
ALL!

Once you're done collecting famous Witches & Wizard Cards, the ultimate task is to collect every star, plus red Bertie Bott's Jellybean.



SNATCH THE SNITCH!

HOW TO EXCEL AT QUIDDITCH

It's not until you see screenshots of *The Philosopher's Stone* right next to their new equivalents, that you realise just how much this game has been improved, and that's truer than ever when it comes to that inexplicably popular Wizard game of Quidditch. The top-down concept of last year's game was fair enough, but when you see the new Quidditch sections fantastically designed in real 3D for the first time, you see why an entire team of programmers was hired just for this one section. The action of the game looks great, and it's superb that GBA owners can finally join in realistic Quidditch just like all other gamers! Having said that, no matter how much practice you put in with the team (the Quidditch Club will issue you with special challenges to collect crucial Wizard Cards) this is no easy challenge, and the constant backtracking to return to missed speed rings gets extremely tiresome. But then, presumably the real game is supposed to be this infuriatingly difficult, or Muggles could have their own team!

"THIS REMAINS A BEWITCHING TALE, AND ONE THAT TRUE HARRY-MANIACS WILL WANT TO RETURN TO, AGAIN AND AGAIN"

HP GBC OK?

FOLIO MAGI

Harry Potter

The boy who lived.



Sadly we've been forced to skip reviewing the little GBC adventure, but we can confirm that it's pretty much the same as the previous GBC jaunt – absolutely brilliant, but with the new plot. In fact, the GBC version sticks to the book's plot more than any game spin-off you can buy! Aside from the fact that you'll be able to control some of the other characters for a change, you can expect the same round of mini-games (this time including gnome-throwing, ghost's head bowling and, of course, Quidditch)



YES MAMMI: Once again, poor old Harry is the muggins who has to go through the assault courses to get things done. Why are Ron and Hermione so bone idle?



VERDICT

MUCH THE SAME, BUT BURSTING WITH GREAT DURABILITY EXTRAS AND SUPERB ATMOSPHERE.

HARRY POTTER AND THE CHAMBER OF SECRETS

VISUALS

Even better than before – Hogwarts is a huge and mainly believable place, with superb detail.

AUDIO

Strangely, it sounds more like a Spectrum game than any other GBA title. But is that bad?

GAMEPLAY

Well it doesn't take long to work out how things will continue, but the plot is still there too.

LIFESPAN

Kids may be replaying this as long as they re-watch the movie, especially with the extras.

ORIGINALITY

They haven't changed from the previous adventure as they'd have you think, but it's more fun to play.

ALTERNATIVE

HARRY POTTER AND THE PHILOSOPHER'S STONE

The Game Boy Color version, obviously, unless you're still hooked on killing gnomes.



OPINION

96%

HURRAH! What can we say – this is simply one of the most atmospheric, detailed, absorbing games yet to come out for the GBA. Okay, so occasionally the gameplay does veer into the same old chore, but there's just so much to do, you'll forgive it anything! Bedazzling!

RUSS

FINAL SCORE

94

STILL REPETITIVE, BUT THE GAME SIMPLY HANDLES WONDERFULLY, AND MAGICALLY BRINGS HARRY'S WORLD TO LIFE.

The game of the book arrives on GBA



[Mr. Bracegirdle] I need to get a message to Aragorn Appleford. If you see him on your travels will you give him this?

Useful items can be obtained by performing basic errands for other characters.

MINTED!

MONEY GRABBING

Handy items, including coins, are scattered around the game. Use the money to buy equipment from roaming traders – just make sure you haggle with them.



THE LORD OF THE RINGS: THE FELLOWSHIP



Hairy-footed adventuring in Middle Earth...

IT'S LIKE

hanging around for a bus really. You wait ages for a *Lord of the Rings* game to come along and then two arrive at once (excuse the crushingly unoriginal analogy). Anyway, each game has gone down slightly different paths: Electronic Arts's title (based on the Jackson sequel) has travelled down an action-based route, whilst this offering from Vivendi (based on the books) has opted for what the publisher describes as a "lite-RPG" take on the story. What an accurate description – this is a very lightweight RPG indeed.

Viewed from an isometric perspective, players control Frodo and, as the quest unfolds, eight other characters. Visually, the game is slightly underwhelming – the locations you explore are fairly well realised, but the sprites themselves are small and lack detail. This in itself would be forgivable if the gameplay was up to scratch but, without beating around the bush, it isn't. One of the main draws of an RPG should be an engrossing storyline that drives you on to find out what happens next. Sticking, as it does, very closely to the book upon which it's based, anyone who has read the novel will know exactly what happens next – where's the fun in that? This may sound harsh, but, when coupled with the game's extremely slow and tiresome combat sequences, the whole thing becomes a genuine chore. The

foes you encounter always seem to get in the first hit and the way each combatant walks up to their enemy, strikes and then walks slowly back will soon test even the most forgiving of gamers' patience. Despite what the developers would have you believe, the quest you're embarking on is fairly linear in structure. A few small sub quests (such as delivering a message for someone) do not lift the title out of the sea of mediocrity it's floating in.

Compounding the problems that have already been outlined is the cumbersome control interface. Hit a row of nearby trees and you'll run off in another direction. Worse still, the positioning of certain items makes it unclear whether or not you can pass them. The GBA is capable of delivering games superior in quality to the SNES, so it's disappointing to come across a title that Nintendo's 16-bit console could have handled in its sleep.

The fact that you can control up to nine members of the Fellowship may (just) hold some appeal to *LOTR* fanatics, but anyone who is simply after a solid RPG should steer well clear of this one. That the game's release will coincide closely with that of the second *LOTR* movie could be pure coincidence. On the other hand, it could be a cynical marketing ploy on behalf of Vivendi. Draw your own conclusions, fellow traveller.

SIMON

TOTAL ADVANCE

INFORMATION

LOTR: THE FELLOWSHIP OF THE RING

PUBLISHER: VIVENDI

DEVELOPER: BLACK LABEL GAMES

PRICE: £29.99

ORIGIN: US

PLAYERS: 1

STATS

■ SAVE GAME FUNCTION

■ NINE PLAYABLE HEROES

■ BASED ON THE BOOK

■ VARIOUS SUB MISSIONS

■ TURN-BASED COMBAT

RELEASE DATE: NOVEMBER 2002

LITTLE PIGS: Right at the outset of the adventure you see this spit-roast hog. Shame you never get a chance to tuck into it. Pass the apple sauce.



OF THE RING



OUT OF CONTROL

Considering the relatively simplistic nature of the game – both in terms of visuals and gameplay – you'd think that the developers could have at least got the control system spot-on. Unfortunately, having played the finished game we can confirm that this just isn't the case. When your character hits walls or other barriers they just continue wandering off – this becomes extremely annoying when you're exploring interior locations, which are often very cramped and claustrophobic. It doesn't end here though. Often when you meet a non-player character, you'll want to talk to

them. Simply by approaching someone, a speech bubble should pop up over their head. Fine in practice, but when you're stood right next to somebody and said speech bubble refuses to appear, things become annoying. Often by moving just a pixel or so forward the person will suddenly engage in conversation as if they hadn't noticed your presence when you were more or less right next to them. This is sloppy and something that you simply don't expect to encounter in modern games. Let's hope silly little flaws like this are ironed out for the next outing.

"IT'S DISAPPOINTING TO COME ACROSS A GAME THAT NINTENDO'S 16-BIT CONSOLE COULD HAVE HANDLED IN ITS SLEEP."

VERDICT

⊕ A LIGHTWEIGHT RPG, WITH LITTLE IN THE WAY OF THRILLS. TOLKIEN WOULD NOT BE PLEASED...

⊕ LOTR: FELLOWSHIP OF THE RING

VISUALS

The locations look okay, but the characters lack any detail. Nothing here really impresses.

AUDIO

Some fairly decent (but repetitive) tunes on offer. Sadly, the sound effects are just blips and beeps.

GAMEPLAY

Not a total disaster, but the quest is dull and never engaging. The sloppy controls don't help either.

LIFESPAN

There's a good-sized adventure to get through, but you may not stick around to see it through.

ORIGINALITY

It's an utterly average RPG – you'd think they could have come up with a few innovations.

ALTERNATIVE

LORD OF THE RINGS: THE TWO TOWERS



Takes a different approach to its subject matter and offers up more action-packed gameplay.

OPINION 79%

LORDY! Firstly, I have to take issue with Simon on the subject of the visuals – scenery-wise, this is one of the most astounding GBA titles out there. But the sprites are a little awkward, and the battles as gut-churningly awful as Simon says. Still, there's plenty of play here, and it is worth a look. **JEM**

FINAL SCORE

59%

COULD HAVE WORKED WELL, BUT A CATALOGUE OF FUNDAMENTAL FLAWS MAKE THIS A MISERY TO PLAY.



Have you ever seen a panther that is pink? Think!



If you go down to the woods today you're in for a psychedelic surprise...



PINK PANTHER: PINKADELIC PURSUIT

He's the rinky-dink panther – isn't he a panther ever so pink? He's a panther, and he's pink! Okay?

TOTAL ADVANCE	
INFORMATION	
PINK PANTHER: PINKADELIC PURSUIT	
PUBLISHER:	WANADOO
DEVELOPER:	SUPEREMPIRE
PRICE:	£29.99
ORIGIN:	FRANCE
PLAYERS:	1
STATS	
■ PLAY THE PINK PANTHER!	
■ STARTLING NEW DESIGN	
■ PASSWORDS	
RELEASE DATE:	OUT NOW

WHEN YOU

plant a platform game cartridge into your GBA and the first thing to meet your eyes is a menu reading 'Start/Password/Options', your hopes have to be as low as a manic depressive limbo dancer. But it's nice now and then to have your expectations challenged a little.

This Pink Panther adventure contains a thrilling series of innovations unlike anything we've seen before in GBA platformers. While out calmly fishing (albeit under constant surveillance by the inimitable Inspector Clouseau), everyone's favourite rose-tinted cat is blasted into outer space by a wrongly programmed missile. From then on it's a race to escape the Inspector's clutches and, far more challenging, get back home.

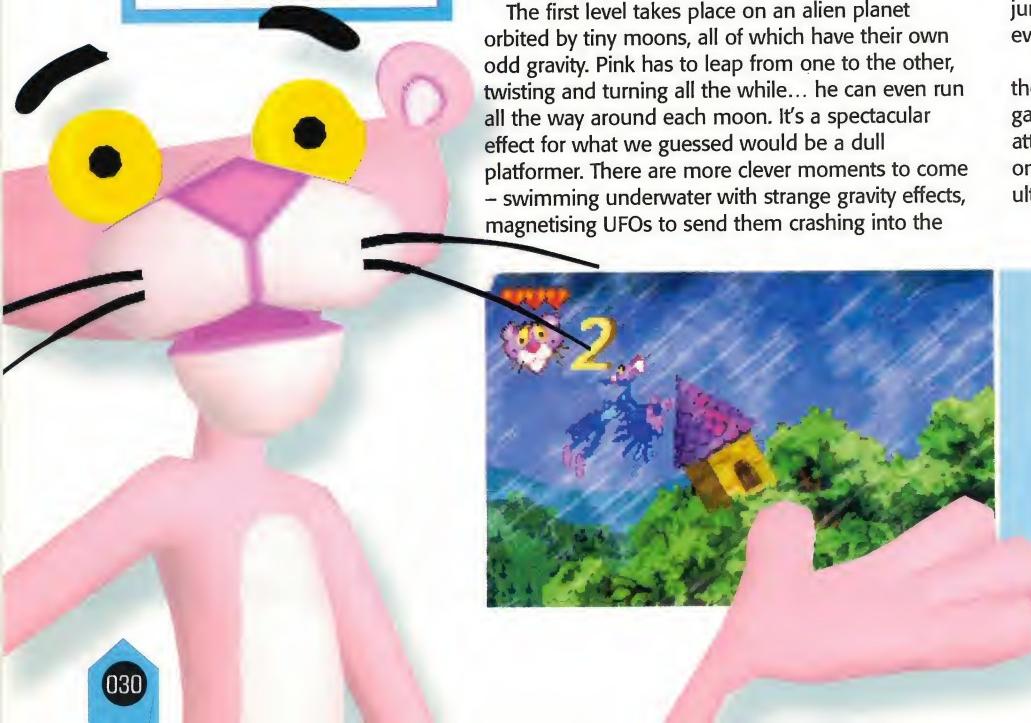
The first level takes place on an alien planet orbited by tiny moons, all of which have their own odd gravity. Pink has to leap from one to the other, twisting and turning all the while... he can even run all the way around each moon. It's a spectacular effect for what we guessed would be a dull platformer. There are more clever moments to come – swimming underwater with strange gravity effects, magnetising UFOs to send them crashing into the

ground, jousting tournaments and so on, all broken up by fun animations. You can also expect some real brain-teasing puzzles to crack – no collecting colour-coded keys here!

Okay, so that's pretty much the complete list of positive aspects. Now for the reasons why this is a complete bitch to play. Firstly, the game is almost surreally slow in places, testing your patience at every step. Pinkie also moves really badly, with floaty jumps and a total body-freeze every time you use an item, leaving you open to every attack – which means you'll be dead meat very quickly and sent right back to the start of the level you've slowly travelled through. Add to this the inability to see anywhere around you (in levels absolutely bursting with deathly jumps) and some of the vaguest challenges we've ever seen, and you're left with a mess.

Oh, and the worst thing of all – this game takes the entire biscuit assortment for the most horrific in-game music yet for the GBA. And they haven't even attempted to use either the Mancini theme or the one-and-only-truly-original TV show theme – the ultimate mistake!

JEM



SUPER ACTOR DAVID NIUEN.

DON'T FEED THEM! This is quite cool – Pink must make his way through all these harmless tropical fish, but lurking amongst them are vicious turtles!



"THE GAME IS ALMOST SURREALLY SLOW IN PLACES, TESTING YOUR PATIENCE AT EVERY STEP"

PINK PANTHERS

A STUDY BY PROF. ROSE TWINTUB

As one of those experienced biologist types, I've never understood the tone of disbelief in the theme tune to *The Pink Panther Show*. Pink panthers may not be a usual sight in the jungles of East Africa, but in the Welsh Rainforest (just outside Porthmadoc) there are literally ten of these rosy beasts – and this is exactly where the idea for the cartoon arose. My own research in these forests has also revealed the presence of cranes with incredibly crazy legs, aardvarks who sound like Jackie Mason and even an indigenous tribe of foot-high naked white men with pencil moustaches. This will all be revealed in my forthcoming book *Not As Rinky-Dink As You May Think*, published by Nice Books Ltd. It had better make some money before anyone finds out I made it all up.

PROF. TWINTUB IS EMERITUS PROFESSOR OF TEA AND CAKES AT THE UNIVERSITY OF PERHAPS.



The Pink Panther isn't the only strange one...



SING IT BABY!

WE COULDN'T RESIST THIS OPPORTUNITY TO PRINT THE LYRICS TO THE ORIGINAL ALL NEW PINK PANTHER SHOW!

Think of all the animals you've ever heard about, like rhinoc'ruses, tigers, cats and minks. There are lots of funny animals in all this world But have you ever seen panther that is pink, think! A panther that is positively pink? Well here he is, the pink panther, The rinky-dink panther, Isn't he a panther ever so pink? He really is a groovy cat, And what a gentleman, a scholar, what an acrobat! He's in the pink – the pink panther The rinky-dink panther, And it's as plain as your nose, That he's the one and only, truly original, Panther-pink (panther) from head to toes!

VERDICT

⊕ A PLATFORM WITH SURPRISING INNOVATIONS, RUINED BY BAD CONTROLS.

PINK PANTHER PINKADELIC PURSUIT

VISUALS

Not bad at all – although nothing special either. Looks like an old SNES title.

AUDIO

Aagh! Far and away the worst music yet to be heard on a GBA. Audio torture!

GAMEPLAY

There are some real eye-openers in this adventure, but it's all useless in the end.

LIFESPAN

Only the irritating design stops you waltzing through within half an hour.

ORIGINALITY

Although it seems like a tatty old game, it also seems like it might once have been quite original too.

ALTERNATIVE

EARTHWORM JIM 2

Very much the same game, although the *Pink Panther* was developed more recently! Quirky humour keeps this fresh.

OPINION 65%

DERANGED!

Despite its pleasantly bonkers originality, this title is let down by duff controls – unless we're missing something and that's all part of the surrealist fun, designed to drive us slowly insane...

CHARLOTTE

FINAL SCORE

69%

A PLATFORM GAME WITH PLENTY OF SURPRISES – RUINED BY BEING WORSE THAN IRRITATING TO PLAY.

ADVANCE REVIEWS

TONY HAWK'S PRO SKATER 4

DID YOU KNOW: TONY HAWK HAS JUMPED ALMOST 18 FEET



The Hawk returns for more skateboarding fun!

FREEBIES!

BOARD STUPID

Look out for new boards and equipment around the levels. They won't improve your performance, but may look slightly better when performing a huge trick.



TONY HAWK'S PRO

It seems quite a while since the last Tony Hawk skateboarding bonanza appeared on the GBA, but at last the boy is back!

TOTAL ADVANCE

INFORMATION

TONY HAWK'S PRO SKATER 4

PUBLISHER: ACTIVISION

DEVELOPER: NEVERSOFT

PRICE: £29.99

ORIGIN: US

PLAYERS: 1-2

STATS

- COMPLETE 3D AREAS
- LOADS OF NEW TRICKS
- STAT BONUSES & SECRET BOARDS
- SPECIAL PRO SPECIFIC CHALLENGES
- LOADS OF TOP PRO SKATERS

RELEASE DATE: 22 NOVEMBER

AFTER what seems like an absolute age, Tony Hawk returns to the GBA to remind us all how to make a handheld extreme sports title. All previous THPS games have been superb and fans will not be disappointed with the latest instalment. The game engine is just as crisp as before with free movement available across the entire level, although there are a number of new ideas included to make the game different.

Rather than having specific goals, you have as much time as you please to board around the level adjusting to the game area. As you pass people in the street, you can choose to accept a task given by them which must be completed against the clock. If you fail the challenge you can decide to try again or simply come back later. After completing a challenge you are awarded a Pro Point and can then cruise around some more in search of another task. Of course, the game is all new and, once again, there

are Stat Points and cash hidden all over the levels. These can be traded at the skate shop for new outfits, levels and, of course, to upgrade your skater's abilities. Also you no longer need to play every level with each character, the Pro Points are saved as whichever rider you choose to use.

Once you really get the hang of the game and successfully collect 60 Pro Points, each character has a Pro Specific challenge which they must also complete. These challenges could be on any of the levels and each character is based on an achievement they have accomplished in real life. If you manage to perform one of these tough tasks, then you'll open up a whole load of new challenges on all of the levels.

With loads of new tricks to learn and perform, THPS4 is everything you could possibly ask for in an extreme sports game. The challenges have varying difficulty settings making it easy to begin with and

"YOU'D BE HARD-PRESSED TO FIND A BETTER EXTREME SPORTS GAME ANYWHERE!"



Do perform manual grinds across flat surfaces to help build up huge combos.

BETWEEN RAMPS. IT'S A RECORD!

UPGRADE! Around the levels you'll find additional Stat Points that can be spent in the skate shop. Search everywhere for them to get more air and balance.



SKATER 4

almost impossible towards the end. This toughness is not a bad thing – it just makes you want to come back time after time to see if you've got what it takes. Quite frankly you'd be hard-pressed to find a better extreme sports game anywhere and we believe this could possibly be the best game available on the GBA. Tony Hawk is here to stay and we absolutely love it!

RUSS



PRO SPECIFIC CHALLENGES

Each of the Pro Skaters is capable of doing a trick, or holds a record for doing stunts that normal skaters can only dream of. These feats are emulated in the Pro Specific challenges that highlight a skater's proudest moment and then ask you to recreate the feat with your fingertips. Tony Hawk jumped an incredible 18-foot gap whilst performing a trick and Jamie Thomas managed to complete a record 10 photo shoots in a single day. Our favourite has to be Bucky Lasek who managed to leap an upside down gap in a tube shaped ramp. A totally amazing feat.

RODNEY MULLEN



Tony Hawk always grabs the glory, but there are plenty of other skaters out there who deserve some recognition. For us, Rodney Mullen epitomises what skating should be about and although he's not too hot on the ramps, he's totally awesome at flatland tricks and grinds. He was born in Gainesville, Florida, but now chooses to live somewhere near the beach in LA. He's been skating since 1977 and turned pro in 1980 when he won his first pro tournament. He can ride ramps, but prefers to make his own terrain using tables and rails. To be this good, Rodney insists that he skates for at least four to five hours per day – and sometimes even more when the weather is fine.

VERDICT

COULD VERY WELL BE THE BEST GAME AVAILABLE FOR YOUR GBA!

TONY HAWK'S PRO SKATER 4

VISUALS

The graphics are crisp and clear and the whole game flows flawlessly.

AUDIO

Who cares? You won't be buying a game like this to listen to the tunes.

GAMEPLAY

Easy to control and plenty of new ideas to make it different from other Tony Hawk titles.

LIFESPAN

Loads of challenges plus the extra hard Pro Specific challenges. It will take some time to beat this game.

ORIGINALITY

Similar to other THPS games, but also has enough new ideas to make you want to play again.

ALTERNATIVE

THPS 3

If you don't want to splash out on this new title, you may be just as happy with THPS2 or 3. You may even find a second hand copy cheap. Good games just don't age...

OPINION

YEAH YEAH YEAH... 90%

Well let's take Russ' word for it – he's the guy who's played every single GBA Tony Hawk game to pieces. And this is still an awesome sight on the GBA – but for god's sake keep away if you already have one of the other Tony Hawk titles, as they're all pretty much the same, to be honest!

LUKE

FINAL SCORE

95%

THPS4 IS AN ABSOLUTELY MUST-HAVE GAME. LOADS OF NEW IDEAS AND INCREDIBLE GAMEPLAY THAT DEMANDS YOU PLAY AGAIN AND AGAIN.



Ubi Soft Take It To The Streets



IT'S A...
KNOCK OUT

If you're serious about your fighting you'll want to finish your opponent off with a super special attack. Once mastered, you can admire the accompanying special effects.



STAR GAME

The fighters may be small but they're just as hard on the GBA.

STREET FIGHTER ALPHA 3

Can this second GBA installment of this classic game pack a punch?

TOTAL ADVANCE

INFORMATION

STREET FIGHTER ALPHA 3

PUBLISHER: UBI SOFT

DEVELOPER: CRAWFISH INT.

PRICE: £29.99

ORIGIN: UK

PLAYERS: 1-2

STATS

- OVER 30 UNIQUE FIGHTERS
- TWO-PLAYER LINK-UP
- PACKED WITH SPECIAL MOVES
- THREE HIDDEN CHARACTERS
- EXCELLENT FIGHTER ANIMATION

RELEASE DATE: OUT NOW

IT'S REGARDED

by beat-'em-up connoisseurs as one of the all time great fighting games. Whilst it may have gone through more facelifts than your average forty-something Hollywood actress, there can be no denying that the *Street Fighter* series looks and plays as fresh today as ever. The series made its first appearance on the GBA in the excellent *Street Fighter II Turbo Revival*, however this conversion of *Street Fighter Alpha 3* makes the aforementioned game look severely limited in scope (no small boast). For starters, the new game features over 30 varied fighters to choose from, each of which has their own unique style of brawling. Ryu is a standard karate man, Honda is a Sumo expert, whilst Blanka... well, he's just a nutter really. Anyway, unless you've been on the moon for the last decade, you probably have a rough idea what the score is here. One or two (via link-up) players fight it out against a series of opponents over a series of 'best of three' matches. Standard kicks, throws and punches are on offer, as well as an assortment of special attacks including fireballs, spinning piledrivers and hundred-hand slaps. Of course you probably know all this, so the question is how does the game

stand up to the competition? In a nutshell this can be described as the best GBA fighting game on the shelves. Crawfish Interactive has crammed in almost everything from the coin-op and even managed to throw in a few little extras, including three unlockable new characters. What really amazes is the quality of the visuals on offer. The character animation is astonishingly smooth, with only a tiny number of frames missing from the arcade version. The backdrops also look great and are all extremely colourful and detailed. Sound fares slightly less well, the music is okay, but the speech of the coin-op version has not made it in (not a big problem considering how annoying it became after a while). This is all academic though: where the title really shines is in the all important gameplay department. Each of the fighters is well balanced and will take a great deal of effort to master. The computer opponents take some beating, but link up your GBA with a pal's and the game really comes into its own. Due to the fact that the GBA only has four buttons, you have to double tap to perform certain attacks. Initially this proves a bit fiddly, but after a time you won't even notice. *Street Fighter Alpha 3* is a superb conversion, a great game and an excellent showcase for just how much the humble GBA is capable of. Pick up a copy today – we assure you that you will not be disappointed.

SIMON



APPEARED WAY BACK IN 1987



FIGHTER'S HISTORY

Believe it or not, the very first *Street Fighter* game appeared in arcades almost 15 years ago. The original cabinets for the game included pressure sensitive pads, which meant the harder you hit them, the harder your on-screen character attacked. Suffice to say it wasn't long before these pads had taken right old hammering and soon they were replaced with more traditional buttons. To be honest, the original *Street Fighter* wasn't all that special, but four years later when Capcom released *Street Fighter II* it blew the gaming public away. The sequel offered players eight different characters to choose from, each of whom had their own varied range of attacks and special moves. The title went on to become one of the most successful videogames of all time and when it was converted to the home consoles it sold in massive numbers. Following the game's success, a flood of clones appeared including a long string of updates from Capcom. However, with the advent of flashy 3D fighters such as *Tekken* and *Virtua Fighter*, the 2D beat-'em-up fell from grace somewhat – which just goes to show there's no accounting for taste.

"THE CHARACTER ANIMATION IS ASTONISHINGLY SMOOTH, WITH ONLY A FEW FRAMES MISSING FROM THE ARCADE VERSION."

PICKING A FIGHTER: Each character has a diverse repertoire of attacks. After some experimentation you'll soon work out who your favourites are.



NEW FACES

BE GENTLE WITH THEM...

In essence this is a port of the PlayStation and Saturn conversions of the game that appeared a few years ago. However, developer Crawfish has managed to add even more to this GBA translation, including three new fighters (well they've appeared in other games, but they're new in *Street Fighter Alpha 3*). First up, you've got Eagle – this English fighter wields a pair of Escrima sticks, which he's happy to wrap around the head of any unwary foe. Next we have Maki, a female fighter who first appeared in the SNES version of *Final Fight 2*. She may look cute but she can mix it up with the toughest of fighters. Finally, you've got Jun, who made his debut in *Street Fighter III*. He's a crafty so and so and has all sorts of sneaky attacks at his disposal. Purists needn't worry though, because with over 30 fighters to choose from, you can still battle it out with old favourites like Ken, Ryu and Chun-Li. Quite how Crawfish managed to cram so many characters into one tiny little GBA cartridge is beyond us, maybe the team made some kind of a pact with Beelzebub. Whatever the case, we're impressed... very impressed.



VERDICT

⊕ A NEAR FLAWLESS VERSION OF A SUPERB COIN-OP AND EASILY THE BEST GBA FIGHTING GAME.

STREET FIGHTER ALPHA 3

VISUALS

The fantastic backgrounds really impress and the fluid character animation will amaze coin-op fans.

AUDIO

The tunes closely mimic the arcade originals but the speech hasn't made it in.

GAMEPLAY

One of the most balanced beat-'em-ups you'll ever play, the action is still as addictive today.

LIFESPAN

Plenty of different modes to get through and the two-player mode will have you battling for months.

ORIGINALITY

The game doesn't do anything particularly original, but what it does it does exceptionally well.

ALTERNATIVE

SUPER STREET FIGHTER II: TURBO REVIVAL

An excellent title, but *Street Fighter Alpha 3* offers much more in almost every single department. Worth a look though.

OPINION

91%

FLAMEY!

Street Fighter has always been my absolute favourite beat-'em-up, despite the flair of *Tekken* and the violence of *Mortal Kombat*. And Simon's right – this version is every bit as spectacular as you want it to be!

JEM

FINAL SCORE

95%

AN INCREDIBLE ACHIEVEMENT THAT SHOWS JUST WHAT THE GBA CAN DO IN THE RIGHT HANDS.

There's a storm brewing



ACE LIGHTNING

He's already a videogame character, but now he's in a real videogame. Confused? You will be!

TOTAL ADVANCE	
INFORMATION	
ACE LIGHTNING	
PUBLISHER:	BBC MULTIMEDIA
DEVELOPER:	TIERTEX DESIGN STUDIOS
PRICE:	£29.99
ORIGIN:	UK
PLAYERS:	1
STATS	
■ BASED ON A COOL TV SERIES	
■ FOUR ZONES	
■ ZONE BOSSES	
■ FINAL SHOWDOWN	
RELEASE DATE: 22 NOVEMBER	

IF YOU THINK

it's hectic going to school and larking about with your friends in your spare time, spare a thought for Mark Hollander. The poor soul also has to fit in a secret double life helping videogame character Ace Lightning battle evil in the real world! But even our heroic duo need a hand sometimes and it's up to you to help them battle the evil videogame characters (accidentally unleashed by Mark) who want to take over the world.

The game is set in the Carnival of Doom and your task is to recover all the pieces of the magical Amulet of Zoar, which have been hidden by Ace's enemies. There are four different sections in the Carnival – Adventure, Horror, Illusion and Fun – and Ace must master them all in order to triumph over the forces of darkness. Yikes.

All the levels involve similar activities, namely running and jumping around platforms, killing the evil minions out to get you and looking for special items in order to complete the level. There are a few imaginative touches, however, like pick-ups that allow Ace to fly, strange enemies and obstacles – including some particularly charming squidgy eyeballs – and hidden areas.

There's not a great deal of variation in the the gameplay, though; the only noticeable differences between sections are the background graphics. There is lots to do in order to clear each level, but sections can become infuriating when Ace's next move is shrouded in mystery and you're left wandering aimlessly around for ages. Controlling the usually slick superhero can be awkward too, and pulling off simple moves is a lot harder than it should be.

A bit of variety occurs in the form of bosses who pop up between levels – as well as at the end of them – and demand a scrap, though the combat is relatively straightforward.

Ace Lightning is ultimately just a little dull, and there are certainly better plaformers on the GBA. That said, fans of the show will find plenty to enjoy, and it is a reasonable debut for the CGI hero. If you've enjoyed watching Ace save the world on TV, you may well want to have a go yourself!

KAREN



The foxy lady wasn't impressed with Ace's dancing.

ROLL UP!

FAIRGROUND ATTRACTION

The game takes place at the cheery-sounding Carnival Of Doom. Ace must wander about the fairground looking for different levels to venture into – the big wuss avoids The Egg though.

VERDICT

• TU SERIES SPIN-OFF OFFERING THE USUAL PLATFROMING FARE.

ACE LIGHTNING

VISUALS

The animation for Ace is poor, but the backgrounds are nice and colourful.

AUDIO

Bland sporadic music, but the sound effects aren't bad. Nothing spectacular here though.

GAMEPLAY

Bog-standard platforming fare with a few imaginative elements, but nothing dazzling.

LIFESPAN

It's a kid's game, so adults will soon be bored.

ORIGINALITY

There is very little original here. It's just the usual action adventuring the GBA is already full of.

ALTERNATIVE

SPONGEBOB SQUAREPANTS: SUPERSPONGE

Another TV star hopping about on the GBA.



SpongeBob makes a splash in this colourful platformer.

OPINION

SPARKY!

Well, Karen's not being as cruel as you might think here – for such an amazing idea, you'd think we'd get more for our money from *Ace Lightning*. It's very easy to complete this game in two or three hours, and then there's nothing really to come back for. Naughty Auntie!

JEM

FINAL SCORE

72%

THIS BY-THE-NUMBERS PLATFORMER ISN'T THAT ACE AFTER ALL

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THQ

ADVANCE REVIEWS

MATCHBOX: CROSSTOWN HEROES

A policeman's lot is not a happy one.

TOTAL ADVANCE

INFORMATION

MATCHBOX: CROSSTOWN HEROES

PUBLISHER: THQ

DEVELOPER: IMAGINE ENGINE

PRICE: £29.99

ORIGIN: US

PLAYERS: 1

STATS

■ CONTROL 5 DIFFERENT VEHICLES

■ THREE DIFFERENT WORLDS

RELEASE DATE: OUT NOW



Later you have to throw tear gas at thieves before grabbing their swag.

MATCHBOX: CROSSTOWN HEROES

Did you know that the two easiest jobs in the world are fire fighting and joining the police? Well, according to this game that is...



"ONCE YOU'VE SOLVED EVERYTHING, THE THOUGHT OF IT COSTING MORE THAN £2.99 IS SHOCKING"

THIS

was enjoyably pointless fun for the two hours that we played it – the only two hours of ‘gameplay’ available on this cartridge. Ordinarily, we’d make allowances for the fact that this is clearly aimed at younger kids, but there isn’t enough of a challenge or indeed enough of an idea here for a two-year-old to get their gums into.

Just like the similarly nice-but-dim GBC version, the aim of the game is to drive your emergency vehicle around town and avert miniature tragedies in order to become the ultimate Matchbox Hero. The emergencies here though are more detailed and comic than before – did you know that your average US cop’s main job is to recapture escaped monkeys? And fire fighters generally round up clowns’ dogs? It’s not like we’re asking for mutilated bodies and hardened criminals, but the difficulty level here proves that this game is meant for very young children – although it’s impossible to see what they can get out of it! There’s practically no learning curve – you simply roam around finding hotspots, and occasionally warp to some spaced-based mini-games. Then you do precisely the same thing again five times, taking roughly two hours in all to complete.

There are plenty of tiny characters to shoot at, who all react differently to a wetting, but once you’ve solved everything, the thought of it costing more than £2.99 is shocking to say the least.

Oh, although the game does have ‘printable Matchbox Certificates’. Which is a bit like a toaster popping up in Nicam Digital Stereo – utterly useless, unless they know something about a GBA printer that no-one else does!

VERDICT

• A BEWILDERING WASTE OF TIME AND EFFORT FOR EVERYONE CONCERNED – TOO EASY FOR BABIES.

• MATCHBOX: CROSSTOWN HEROES

VISUALS

Music can be switched off and there are lots of funny samples.

AUDIO

What gameplay? It’s like moving a cursor around – you couldn’t really call it a game.

GAMEPLAY

The first GBA game to have almost minus points for lifespan – it’s over in a second.

LIFESPAN

Well presenting a game with absolutely no challenge, or reason for existing, is quite original.

ORIGINALITY

Nothing here we haven’t seen a million times before, we’re afraid. But it’s still kinda fun...

ALTERNATIVE

MATCHBOX: EMERGENCY PATROL

The GBA version wasn’t much better, still repetitive and pointless, but it lasted a lot longer!



OPINION

TRAGEDY!

Maybe Jem’s being a bit harsh here – there’s nothing wrong with something to keep the youngest gamers happy for an afternoon. But at this price? Best to get them started on something worth the money instead.

CHARLOTTE

FINAL SCORE

46%

IT REALLY IS QUITE LITERALLY NOT MUCH COP!

What a pen and ink!

COMIX ZONE

Another blast from the past from Mr Sega: but it's still pretty fresh for a change!



"YOU CAN RIP OPEN PAGES, MAKE PAPER PLANES OUT OF THE SCENERY AND THROW ENEMIES THROUGH PANELS."

TOTAL ADVANCE

INFORMATION

COMIX ZONE

PUBLISHER: INFOGAMES

DEVELOPER: SEGA

PRICE: £29.99

ORIGIN: US

PLAYERS: 2

STATS

■ UNIQUE GAME STYLE

■ LINK-UP BATTLES

RELEASE DATE: NOVEMBER



First firebreathing boss?
Block quickly and get in a
few uppercuts to kill her.
Saving a couple of
bombs will help
too!

VERDICT

OUTSTANDING GAME DESIGN, AND A FAIR EFFORT AT CONVERSION – PLAYS LIKE A PIG THOUGH.

COMIX ZONE

VISUALS

Unfortunately the pen and ink effect is too pixelated for the GBA.

AUDIO

Great effort made here, especially with samples. But the tunes are awful Heavy Metal cack.

GAMEPLAY

It's one of the toughest adventures yet for the GBA – too tough, in fact.

LIFESPAN

It'll take a superhuman to get through the adventure anyway, but there's also link-up.

ORIGINALITY

It may be an old game, but the concept is superb – and seen through with plenty of wit.

ALTERNATIVE

GEKIDO

Last month's beat-'em-up adventure was a lot more glossy, but the idea wasn't anywhere near as clever.



OPINION

NNNNRGH!

Lordy, this is a tough game. Why on earth has the valiant Sketch got one life to get though the whole thing? And no decent moves to pull off? This is such a wasted opportunity for what could have been an exciting update of an old favourite. It's enough to make me want to dust off the MegaDrive...

65%

CHARLOTTE

FINAL SCORE

83%

SUPERB IDEA, NICELY ADAPTED, BUT AN AWESOME CHALLENGE THAT WILL DETER MOST GAMERS.





Aaaaaaa-aa-
aaaaagh-Aaa-agh!



TARZAN: RETURN TO THE JUNGLE

Through the jungly tendrils, a Rasta comes...

TOTAL ADVANCE

INFORMATION

TARZAN: RETURN TO THE JUNGLE

PUBLISHER: ACTIVISION

DEVELOPER: DIGITAL ECLIPSE

PRICE: £29.99

ORIGIN: US

PLAYERS: 1

STATS

■ BASED ON DISNEY FILM

■ COLLECTABLE MOVIES

RELEASE DATE: OUT NOW

"THIS IS DEFINITELY A RARE CASE OF THE GBC VERSION BEATING THE GBA OUTRIGHT"



Tarzan's old dad Kerchak shows up in places, to act as... a trampoline. Nice.

THOSE OF YOU

old enough to know better may be able to stretch your memory back to our Tarzan special, (in issue 5, for god's sake!) in which we gave a glowing 92% to the Game Boy Color adventure based on Disney's excellent Tarzan movie. Well, the folks at Digital Eclipse certainly remembered it, because here's the same game again, but with more clumsy controls and design, less to do and it'll cost you an extra tenner (although you can probably buy the excellent original for about five quid now).

Tarzan: Return to the Jungle is much like your average straight-to-video Disney sequel – a lacklustre affair re-using old designs and ideas, but never capturing the quality that made the original so successful. As you can probably tell from the screenshots, some of the graphical improvements made for the Advance version are quite stunning, but a lush background's no good to you when you're ploughing through such mind-numbing cliché ridden action. This is definitely a rare case of the GBC beating the GBA outright – whereas the Advance version has nothing but the uninspiring platform game, it's humble predecessor had print options and a whole two-player section, as well as levels which took you totally by surprise – the GBA adventure forces you to collect a load of keys and jump lots of lava and spikes – enough said. For all the reasonably diverting quirks (you can call on your elephant and eagle pals to help you, with a perfect animal call sample) this is a dull, badly animated waste of money. The videos are terrible quality and add no extra value. Quite frankly, Disney Interactive have got to pull their socks up.

JEM



VERDICT

A MAINLY AWFUL AND TOTALLY POINTLESS DISNEY ADVENTURE – GBC LITE.

TARZAN: RETURN TO THE JUNGLE

VISUALS

There's a certain flourish in the backgrounds, but they can't have spent long on this.

AUDIO

Some nice samples. This is the only part of the game you can't really knock.

GAMEPLAY

It gets so samey and dull, very quickly! Every cliché ever is here.

LIFESPAN

Well apart from 'collecting' a few videos, there's no reason for playing this once, let alone twice!

ORIGINALITY

Much the same as the GBC version, except you can now buy that for quarter the price.

ALTERNATIVE

TARZAN

As we said, the GBC version is no worse than this, and you can probably buy it for £1.50.

Save yourself a few pennies!



OPINION

RUGGED!

I absolutely loved the GBC version of this game, which means I also enjoyed playing through this one! It's quite addictive while you're playing, but it's not until you've completed it that you realise it's not worth the asking price. There was room here for so many more extras – they messed up!

KAREN

FINAL SCORE

39%

ANNOYING CLICHÉ RIDEN RUBBISH. TARZAN SHOULD RETURN TO THE JUNGLE, AND NEVER COME BACK.

Don't you get this free
on a mobile phone?

ROBOTECH: THE MACROSS SAGA

Robots fly around like planes and spew out endless bullets at other robot/plane things. God help us.

TOTAL ADVANCE	
INFORMATION	
ROBOTECH: THE MACROSS SAGA	HUGE
PUBLISHER: TDK	Sound like Transformers territory? Well, while most of you out there will probably think that the above description ends with the Autobots and Decepticons, those of you with a keen taste for Manga will know that <i>Robotech</i> came before everything. Featuring absolutely huge weapon-toting mechs and the humans that pilot them into battle, the <i>Robotech</i> series practically launched the whole Manga phenomenon... so now, 17 years later, the saga finally reaches the GBA. Er, hurrah?
DEVELOPER: LUCKY CHICKEN GAMES	
PRICE: £29.99	
ORIGIN: US	
PLAYERS: 1-4	
STATS	
BASED ON HIT JAPANESE SHOW	
EARN NEW CHARACTER AND	
RELEASE DATE: OUT NOW	



killer robots with guns that transform into other things... Sound like Transformers territory? Well, while most of you out there will probably think that the above description ends with the Autobots and Decepticons, those of you with a keen taste for Manga will know that *Robotech* came before everything. Featuring absolutely huge weapon-toting mechs and the humans that pilot them into battle, the *Robotech* series practically launched the whole Manga phenomenon... so now, 17 years later, the saga finally reaches the GBA. Er, hurrah?

A fair amount of thought has gone into the surrounding presentation of the shooter. In fact, so much that they've forgotten to actually include a game. Sure, you get ten levels of side-scrolling boredom that plays almost identically to the Space Impact game you can get on most Nokia phones, but they can't expect people to fork out three notes for that, surely?

Well, obviously they can. The design is quite smart, and there's some novelty in the choice of battle shape, (although changing to robot form just slows you down and makes you a sitting target – pointless!) but it's simply not enough. For fans of the series, there's a great attempt to add a little depth to the adventure, (bonus points can be swapped for upgrades) and the designers have to be congratulated for including both a co-operative two player game and a superb four-player link-up option (these are the only things that ensured it got over 50%) but with such a terrible basic challenge, you'd have to be a dangerous *Robotech* fanatic to get any joy out of playing.

JEM



Ahhh- what a beautiful sight to behold!
Now I can do something fun!

"FOR FANS OF THE SERIES, THERE'S A GREAT ATTEMPT TO ADD A LITTLE DEPTH TO THE ADVENTURE"

VERDICT

⊕ A TERRIFYINGLY UNENTERTAINING OLD-SCHOOL SHOOT-EM-UP THAT FANS WILL LOVE.

⊕ ROBOTECH: THE MACROSS SAGA



VISUALS

Certainly fair enough, but there's nothing outstanding in the presentation at all.



AUDIO

Imagine the least exciting shoot-'em-up sounds you can. That's what it's like.



GAMEPLAY

Can we give minus scores? You can't expect people to pay for this kind of old cack!



LIFESPAN

Aha, here's the good stuff. Fans will love both the co-operative and combatant games.



ORIGINALITY

If you call copying the exact gameplay from the worst old arcade games original, you're wrong.

ALTERNATIVE

POWERPUFF GIRLS: MOJO JOJO A-GO-GO
the same gameplay, but at least the license has a little panache in this one!



OPINION

SHOOTY! 78%

Well there really is no denying that the main part of this game is just like the free game on a Nokia phone, but Jem really hasn't thought about all the extra features you get in this game – there are so many fans out there, they'll really appreciate the care taken here. Not that I do, of course, as I'm not sad.

RUSS

FINAL SCORE

66%

FANS WILL EVENTUALLY GET SOMETHING OUT OF IT, BUT IT'S STILL A VERY DULL SHOOT-'EM-UP

Here be dragons and machine-guns



PUT 'EM OUT!

FIGHTING FIRE

It may say, "fight fire with fire" on the title screen, but you actually fight them with water. Otherwise they'll spread out and damage your crops.



VERDICT

⊕ VISUALLY WEAK, BUT GOOD TO PLAY WITH VARIED MISSIONS.

REIGN OF FIRE

REIGN OF FIRE



The world's been razed to the ground and dragons have taken over. It's up to you to pick a side!

TOTAL ADVANCE	
⊕ INFORMATION	
REIGN OF FIRE	
PUBLISHER:	BAM! ENTERTAINMENT
DEVELOPER:	CRAWFISH
PRICE:	£29.99
ORIGIN:	UK
PLAYERS:	1
STATS	
■	CONTROL SIX HUMANS AT ONCE
■	FIGHT AS HUMANS OR DRAGONS
■	WIDE RANGE OF VEHICLES
■	20 MISSIONS OF ARCADE ACTION
RELEASE DATE: 15 NOVEMBER	

BASED ON

the smash hit movie of the same name, *Reign of Fire* takes you into a future where dragons have taken over the Earth and destroyed most of civilisation.

It's up to you to take up the fight. But in an interesting twist on the usual movie tie-in, you'll get to fight for both sides – as either a team of human soldiers, or as a single dragon that grows in strength and attack power as you go through the missions.

The humans run around in a pack, gunning down everything green and scaly, whilst jumping in and out of a variety of vehicles including crop harvesters, tanks and fire-trucks. Surprisingly, most of the action isn't simple shooting – you have to collect crops, put out fires, scavenge for supplies and take out dragon eggs before they hatch. On the dragon's side, it's the opposite: razing crops to the ground and turning as many humans into fireballs as possible.

One thing that's hard to quantify in *Reign Of Fire* is the quality of the visuals. On the one hand, the levels are big and detailed with nice-looking locations. But on the other, the humans are tiny, badly drawn, poorly animated and generally odd looking. The perspective seems a bit off, especially when you drive up and down hills and it really could have done with more animation – at least the wheels on the vehicles could turn.

Generally speaking, the game is weird to look at. Which is a bit of a shame really because it's great fun to play.

MARK



⊕ A blast of water will drown that dragon's fire.



"SURPRISINGLY, MOST OF THE ACTION ISN'T SIMPLE SHOOTING"

VISUALS

It looks good until it starts moving. Poor animation on the vehicles and the perspective is slightly odd.

AUDIO

Stirring background war music and some good booms accompanying the dragon fire.

GAMEPLAY

Great fun to play, nice mix of outright blasting and action-adventure. There's plenty to see and do.

LIFESPAN

It's not too easy to play and with 20 missions per side (40 in all), it takes quite a while to work through.

ORIGINALITY

The wide variety of vehicles and sub-missions, such as fire-fighting, separate it from the usual run-of-the-mill adventure.

ALTERNATIVE

ADVANCE WARS

You want war? You got it! Over 250 missions packed with every type of vehicle known to man. Plus it's damn good fun to play.



OPINION

SMOKIN'!

To be honest, the whole design of this game is so deliberately tiny and zoomed-out that I don't feel the graphics are much of a problem – we can't expect better visuals with this point of view! No, this is just pure legendary destruction fun, and Crawfish have packed so much action into the game, it's well worth the price.

JEM

FINAL SCORE

80%

IT'S GOOD TO PLAY, BUT THE VISUALS NEEDED TO BE BETTER – ESPECIALLY THE 3D PERSPECTIVE, WHICH IS VERY POOR.

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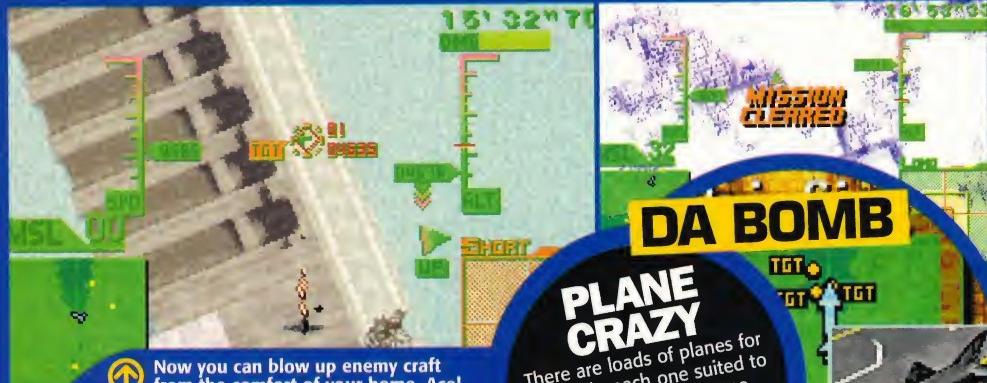
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Are you ready to fly?

DEADLY SKIES



Mission Select



You don't get L-plates with these machines, so learn fast!

TOTAL ADVANCE	
INFORMATION	
DEADLY SKIES	
PUBLISHER:	KONAMI
DEVELOPER:	MOBILE 21 CO
PRICE:	£24.99
ORIGIN:	JAPAN
PLAYERS:	1
STATS	
■	20 DIFFERENT SORTIES TO FLY
■	EASY TO CONTROL
■	FULL 3D GRAPHICS
RELEASE DATE:	NOVEMBER

"THE GRAPHICS ARE STUNNING AS YOU FLY INTO BATTLE AGAINST ENEMY FIGHTERS"

DA BOMB

PLANE CRAZY

There are loads of planes for you to fly, each one suited to a particular sortie. Some need planes full of bombs!

VERDICT

FUN AIR COMBAT GAME WITH LOADS OF PLANES TO FLY AROUND IN. PERFECT FOR ALL ARMCHAIR DOGFIGHTERS!

DEADLY SKIES

VISUALS

The graphics are extremely impressive with plenty of planes, that look amazing in full 3D.

AUDIO

Decent tunes and some great explosions when you take down enemy fighters or buildings.

GAMEPLAY

Extremely easy to play with plenty of varied missions, each offering new tasks.

LIFESPAN

With 20 different missions and three difficulty settings, you could be in the air for quite some time.

ORIGINALITY

It's an old Dreamcast game, but then this is the first decent flight simulator we've seen on the GBA.

ALTERNATIVE

STAR X

A futuristic flight simulator in the style of *Star Fox*. Seeing as how this SNES classic will probably never appear on the GBA,



this is probably your best bet!

OPINION

78%

TOP GUN:

Flight sims have always struck me as the preserve of fanatical PC gamers, but the simple controls and straightforward learning curve make this perfect for a newcomer. Even if you're scared of flying.

CHARLOTTE

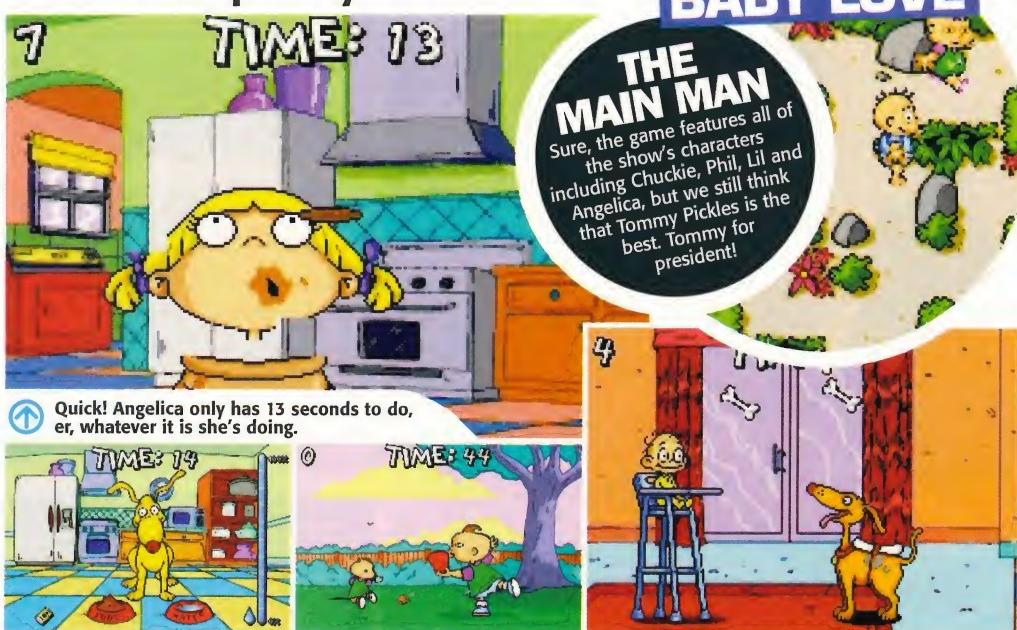
FINAL SCORE

80%

EXTREMELY EASY TO PLAY AND FUN AT THE SAME TIME. THIS SHOULD GET PLANE FANS SKY HIGH!

RUSS

Get the party started



BABY LOVE

THE MAIN MAN

Sure, the game features all of the show's characters including Chuckie, Phil, Lil and Angelica, but we still think that Tommy Pickles is the best. Tommy Pickles is the president!

VERDICT

SIMPLISTIC BUT ENJOYABLE SHORT-TERM FUN FOR RUGRATS FANS

RUGRATS: I GOTTA GO PARTY



VISUALS

The graphics are highly impressive, with all the characters reproduced faithfully from the cartoon.



AUDIO

Again, this is highly impressive, with the television theme recreated brilliantly.



GAMEPLAY

Something for everyone – some of the levels are more exciting than others but it's never boring.



LIFESPAN

There might not be much point returning once you've mastered all of the mini-games available.



ORIGINALITY

All the games here are based on simple childhood ideas, nothing mind-blowingly new.

ALTERNATIVE

RUGRATS: TOTALLY ANGELICA (GBC)

Another collection of Rugrats challenges, aimed at younger female gamers. Not enough Tommy for us, though!



OPINION

GOO GOO!

64%

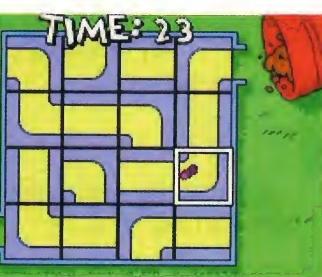
Oh, do I have to bother with this game? It's just odd, for heaven's sake. Every game just seems too pointless or difficult for kids of any age to be interested in, and anyway I thought the *Rugrats* had all grown up now? Judging by this inane party game, they certainly should have done!

JEM

FINAL SCORE

73%

BRAIN-FRIENDLY FUN WHICH MIGHT NOT HAVE LONG-TERM APPEAL BUT IS GOOD FOR INSTANT RUGRATS THRILLS!



A whole host of party favourites with all your Rugrats buddies

THE RUGRATS

return to the handheld

arena with this selection of mini-games which should appeal to anyone who has ever enjoyed the television show. Despite being essentially a collection of different styles brought together on one cart, there is a Story mode to try and give the game more cohesion and you'll need to play through this in order to unlock more treats in the Free Play mode.

The story is a simple one, though – our Rugrats favourites are hiding around the Pickles' residence and by searching the rooms and finding the friends you get to attempt the different games. These range from incredibly easy to ridiculously tough challenges, but you have five continues so you can afford to mess up the difficult ones and you should still see what the game has to offer.

Some of the most fun levels involve Spike The Dog, including a racing slalom where you must swerve the pooch through the coloured flags. Another section finds you trying to catch bones, bouncing them off Spike's back and into the bowl.

The toughest game is entitled Vertically Challenged and sees the kids trying to reach a cookie jar on top of the cupboard. You must make sure that they remain balanced and don't come crashing down to earth. Impossible!

Granted, this isn't rocket science but *I Gotta Go Party* does offer harmless pick-up-and-play action for those with even the shortest attention spans. Think of all of the games as only costing about a quid each and suddenly it seems like rather good value too, provided you're already a fan of the show.

KENDALL

"THIS ISN'T ROCKET SCIENCE BUT IT DOES OFFER HARMLESS PICK-UP-AND-PLAY ACTION."

Use the force, young Padawan



I have a lightsaber with your name on it!



Take another trip into space with the sulky teenage Anakin

STAR WARS EPISODE II THE NEW DROID ARMY

ARE YOU A

Star Wars fan? It's a question that we don't really like to ask, but we know there are some people out there who care not for George Lucas' epic space operas and wouldn't know Anakin from Anakin. Those people should of course, turn away now. *Star Wars* games back in the SNES era, used to appeal to everyone through playability alone, but recent *Star Wars* titles have really been for hardcore Lucas addicts only. Even they will have ended up being disappointed with the first two GBA titles. Is *The New Droid Army* the first true classic Game Boy Advance *Star Wars* Adventure? 'Fraid not, sunshine!

The New Droid Army puts you in the shoes of Anakin as he attempts to throw a huge spanner in the works of Count Dooku's plans to create a new and more deadly droid army. The initial premise is a great one, an adventure set in huge *Star Wars* environments where you interact with the locals on your quest to stop evil. When you start playing, it can get rather confusing, unless you keep an eye on the map to prevent you from travelling round in

circles. As you wander around, you'll need to glean information to uncover more about Dooku's dastardly plot and more importantly, let you know where you're headed. It's great walking around and seeing famous characters, such as Hammerhead, strolling about even if the game does stop short of letting you mow down innocents with your trusty saber!

The Tatooine locales of the opening levels will be a familiar sight for fans and there are times when you wish you could just look around without having to go on the bloody quest at all! The game does become more intense though, once the action forces you into space and up against tougher opponents who are looking to cut Anakin down in his prime. These are hard, unless of course you can run. That's right, many of the problems on your travels can be solved by simply legging it – sure you might get hit by a blaster or two but this avoidance tactic means you can get far with very little skill – not very Jedi-like, is it?

It's worth a look for fans but once again this is a non-essential *Star Wars* adventure. Don't worry, there's bound to be another one in a couple of months – maybe that will be the classic we are waiting for...?

KENDALL

SHAVING YET?

STROPPY TEEN

The Anakin in Episode II is a moody little fella who needs to grow up if he wants to save the universe!





STAR WARS GAMING

YODA STORIES WAS A HOOT!

There are plenty of *Star Wars* games out there and several of them are true classics. The best remains the original arcade *Star Wars*. It had a sit-in cabinet, so you really got the feeling of being an X-Wing pilot, who can forget the tingle that went down your spine when you finally got to blow the Death Star and go home? The arcade *Return Of The Jedi* was another classic, featuring very tricky Endor sections where you were dodging the trees on your speeder bike.

In terms of home versions, *Super Star Wars* on the SNES stands out as the greatest and trickiest of them all. As for handheld treats, the GameBoy Color had an excellent version of Episode 1 Racer, which we gave a whopping 93% and special mention should also go to *Yoda Stories*, an engrossing RPG style adventure featuring everyone's favourite little green man.

USE THE FORCE, LUKE, ER...ANAKIN

As Anakin continues on his quest he becomes more and more powerful, increasing his force powers to defeat enemies swiftly. This is useful for disposing of droids particularly as when Anakin is relatively powerless at the start he may only encounter them individually, but get a group of these little fellas together and you're gonna need to dispose of them swiftly and efficiently before they start blasting.

THIS IS THE END

Of course, we would not often want to spoil what happens at the end of a game, but *The New Droid Army* really does deserve a special mention. As you may have expected, your destiny here is to find and destroy the evil Count Dooku, but the showdown proved neither as tricky or as frustrating as we had expected – all this task required from our young Jedi Master is an intense bout of button-bashing and Count Dooku will be no more! It's after this happens and the game is over that you realise just what a short-term thrill *The New Droid Army* is...

"IT'S GREAT WALKING AROUND AND SEEING FAMOUS CHARACTERS SUCH AS HAMMERHEAD STROLLING ABOUT"



SLASH, SLASH, SLASH!: Whilst it may be no substitute for a good blaster, it's very satisfying lashing out at all and sundry with a lightsaber. Watch it Anakin, you'll have someone's eye out!

VERDICT

DECENT IF SHORT LIVED ADVENTURE, BUT STILL FAR FROM CLASSIC STAR WARS

STAR WARS: NEW DROID ARMY

VISUALS

The skewed 3D look is impressive and there are loads of well-animated characters milling about!

AUDIO

As usual with Star Wars titles, this is top notch and really makes good use of the machine's capabilities.

GAMEPLAY

There's plenty of action here to satiate those with an itchy trigger finger and plenty of locations.

LIFESPAN

This is where the New Droid Army falls, even the most inept gamer can whip through it without problems.

ORIGINALITY

More thought has gone into this than many licensed titles, but there is still little here that is groundbreaking.

ALTERNATIVE

STAR WARS EPISODE II ATTACK OF THE CLONES

Ridiculously tough platformer that tested the patience of all but the calmest game!



OPINION

FORCEFUL! This is in many ways a great improvement on previous Star Wars offerings from THQ, but you soon know something's wrong when I complete it in a few hours! Tragically, the one real selling point for this game was to be the link-up battles, and they missed them out. Bit of a waste of time all in all.

JEM

FINAL SCORE

70%

THERE'S FUN TO BE HAD HERE BUT YOU'LL SOON BE WATCHING THE END CREDITS ROLL!



TOTAL ADVANCE	
INFORMATION	
GAME AND WATCH GALLERY ADVANCE	
PUBLISHER:	NINTENDO
DEVELOPER:	IN-HOUSE
PRICE:	£29.99
ORIGIN:	JAPAN
PLAYERS:	1-2
STATS	
■ 11 CLASSIC GAMES	
■ CLASSIC AND MODERN MODES	
■ LOTS OF SECRETS TO UNLOCK	
■ A PIECE OF NINTENDO'S HISTORY	
RELEASE DATE:	OUT NOW



The first Advance collection of blasts from the past.



Luigi didn't fare so well in the next round. Lennox Lewis pulverised him...

GAME AND WATCH GALLERY ADVANCE

With retro gaming in its prime, Nintendo gives its classic hand-helds a 21st Century facelift...

NOSTALGIA is a wonderful thing... developers are constantly playing on the fact that people remember old games fondly, despite the fact that a lot of them weren't actually that good. The *Game And Watch Gallery* had several outings on the Game Boy Color – for those who played the primitive hand-helds, these probably hit the spot with four or five of the games being squeezed onto each cart. This first GBA title in the series offers more than double that amount; 11 games in total, of which six are available from the start. These initial few are all new to the series, while the five titles tucked away, have been released on one or another of the Game Boy Color collections. For the most part, these hidden games are more memorable and playable than the starting selection – it's these original classics that first filled and inspired the GBC titles. From these initial few, only one (*Boxing*) is downright awful; the rest range from the excellent *Fire* to the super-hard *Rain Shower* via the classic *Mario's Cement Factory* (just why is a plumber making cement anyway?).

If you don't remember at least one of these games from first time around, you'll probably be

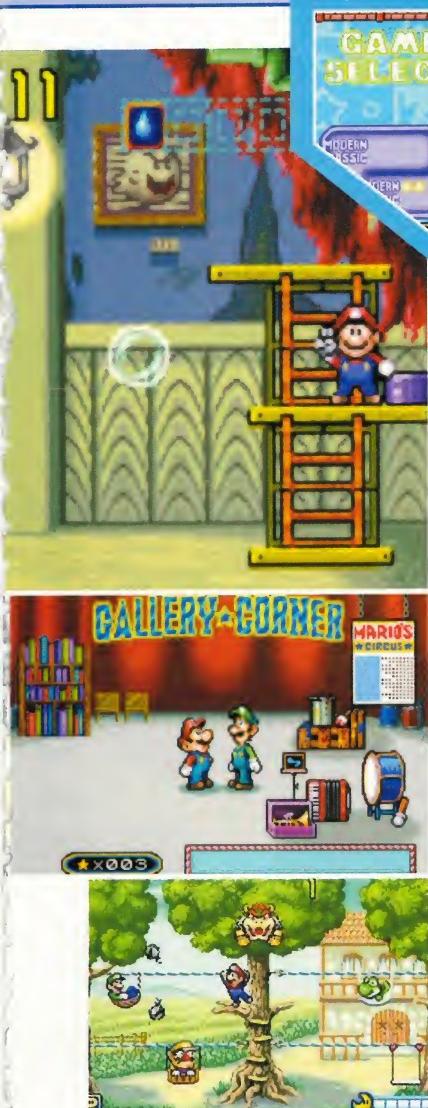
missing the point of this title. While many of the games are great fun to play (especially in Modern mode), a lot of the better and more memorable games like *Mario Bros* and *Donkey Kong* are locked away and you'll have to play the rest for a while before you see them. If you do remember some of the games on show here, you'll probably want to play this to see if they've stood the test of time. The answer will probably be no, but it's worth finding out for yourself – these games simply won't have the same impact on you without the nostalgia factor that goes with them. So is this worth buying, then? In a word, yes. There's something for everyone here. People who remember it all first time around get the excellent Modern mode updates, while for newcomers it's a valuable insight into Nintendo's history. Graphics and sound are exactly as you'd expect but, even so, these manage to be some of the most playable games around. In all fairness, perhaps it's not quite worthy of the asking price, but so long as you enjoy at least six or seven of the games (and you most likely will), you'll be getting enough to keep any gamer happy for a good while.

LUKE



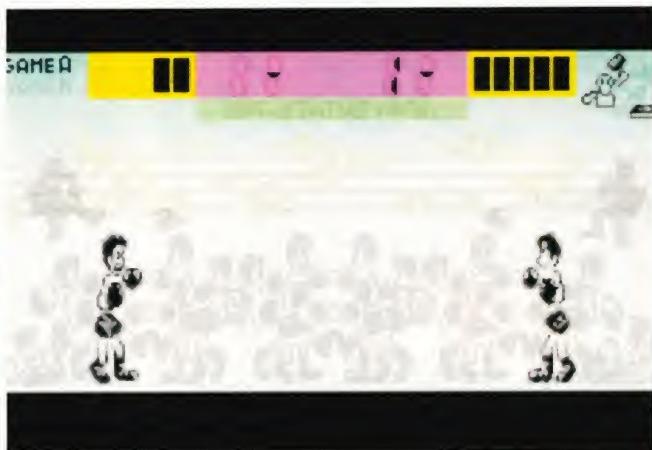
"A VALUABLE INSIGHT INTO NINTENDO'S HISTORY"

YOU'RE A STAR! Good performance in any of the games rewards you with Stars. Get enough of these and you'll unlock gallery items and new games.



BOXING CLEVER?

While some of the games have aged fairly well, others don't look quite as good now as they did back in the day. The best example of this here is *Boxing* – possibly the simplest beat-'em-up ever made! The best thing to compare this to is 'Paper, Scissors, Stone' but without the skill. Classic mode is obviously the worst offender and it's all but impossible to see what's going on, let alone respond to your opponent's moves. It quickly becomes the case that you can win a fair few matches just by randomly tapping the buttons on your GBA and then it degenerates to desperate button mashing... this game is horrible. Modern mode unfortunately does little to rectify this either; granted, the bold and colourful graphics are a lot easier to understand, but still the gameplay is as bad as before. This is the perfect example of the type of game people will remember with smiles on their faces, then they'll actually play it again and discover it to be rubbish. By all means play it, but only to get enough Stars to open up the sublime *Chef*.



SIX OF THE BEST

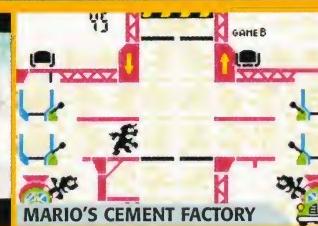
SO YOU WANT TO KNOW WHAT EACH OF THE GAMES IS ALL ABOUT, HUH? READ ON...



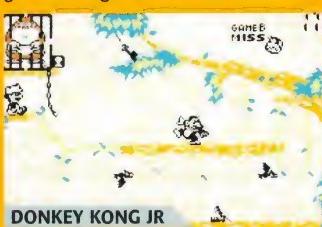
Rescue people from the burning building by bouncing them to the ambulance. Tricky at first but you'll get the hang of it in no time!



It's, er, boxing. Punching, guarding... that sort of thing. Fun for a while, but it's easier to mash buttons than to play properly.



A classic. Empty the containers as they fill up by traversing the lifts... it looks easy but it gets pretty hard pretty fast!



A simplistic platformer – rush to the key and take it to the cage. Do this enough to free DK and move on to a trickier area.



Quite complex in terms of planning, you've got to tug the washing lines to keep the clothes from getting wet. The hardest game on here.



An odd one and no mistake. Use your bubbles to blow the hazards away from yourself and towards DK. Strangely compelling.

VERDICT

• A DECENT COLLECTION OF CLASSIC BUTTON-BASHING HAND-HELDS FOR YOUR GBA.

• GAME AND WATCH GALLERY ADVANCE

VISUALS

Classic mode is faithful to the LCD hand-holds, but Modern mode polishes it up a little.

AUDIO

Turn it down unless you want to drive people insane – effects and music drill straight into your skull.

GAMEPLAY

It's good to see that most of these titles retain their playability today. There are a few turkeys though.

LIFESPAN

Lasts as long as you make it. If you want to get everything, you'll be playing this for a long time.

ORIGINALITY

The Modern modes update the old games but otherwise there's nothing much new here.

ALTERNATIVE

GAME AND WATCH GALLERY 1/2/3

The GBC versions are the only other similar titles of the same standard. Worth checking out if you're after different games.



OPINION 80%

TIMELESS!

This game is outstanding for one major reason that Luke has forgotten – it has the dubious honour of being the very first NEW release to feature the classic Nintendo characters – but even this is a *Game & Watch*! Don't they see the irony? **JEM**

FINAL SCORE

81%

A BIT EXPENSIVE FOR WHAT IT IS, BUT FUN NONETHELESS. THIS HAS SOMETHING FOR EVERYONE.

DO WELL ENOUGH IN THESE AND THERE'S MARIO BROS, DONKEY KONG, FIRE ATTACK, CHEF AND OCTOPUS TO UNLOCK TOO!

Expelliarmus from Professor Snape.

Wand from Ollivanders.



www.harrypotter.ea.com
www.harrypotter.com



PC CD-ROM

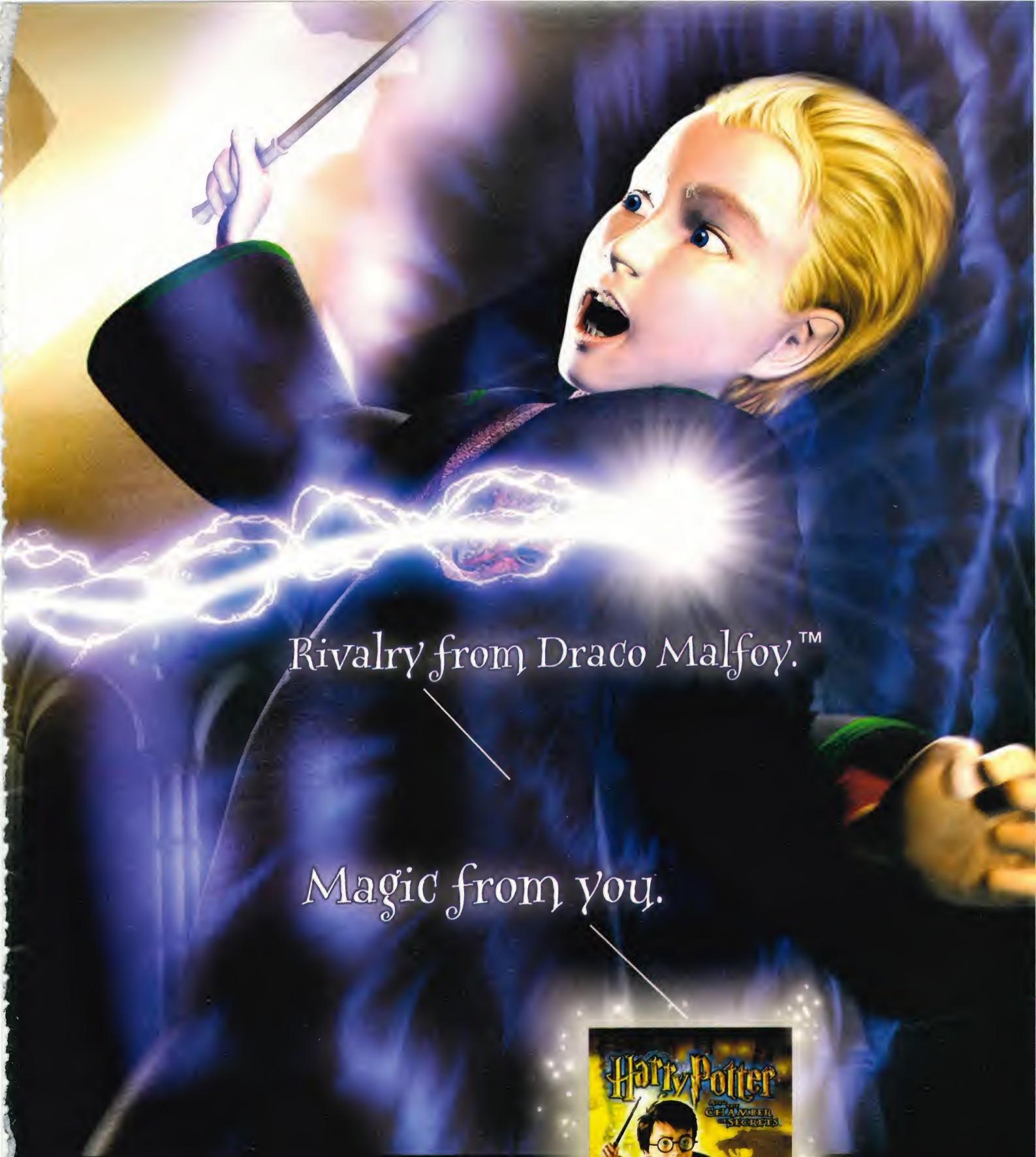


PlayStation 2



GAME BOY COLOR

GAME BOY ADVANCE

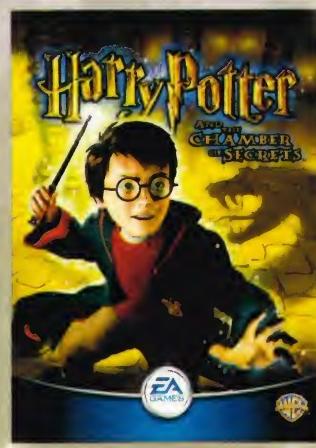


Rivalry from Draco Malfoy.TM

Magic from you.

Have you got what it takes to be Harry PotterTM in The Chamber of Secrets?

Available from November 15th.



Challenge Everything™

Let the wars begin again!

CHAOS ECT RD

WAR STARS

Just like the first Robot Wars game all the favourite robots are included. You start with only a few choices, but unlock more as you progress including the mighty Chaos 2 and Hypnodisc.

STAR GAME

STINGER



ROBOT WARS EXTREME DESTRUCTION

The new series is back with a vengeance bringing all new bots and plenty of fun challenges as well!

TOTAL ADVANCE	
INFORMATION	
ROBOT WARS: EXTREME DESTRUCTION	
PUBLISHER:	BBC MULTIMEDIA
DEVELOPER:	GAMEZLAB
PRICE:	£29.99
ORIGIN:	UK
PLAYERS:	1-4
STATS	
■ BUILD YOUR OWN ROBOT	
■ DIFFERENT GAMEPLAY MODES	
■ NEW ROBOTS TO BE WON	
■ GAUNTLET CHALLENGES	
■ NO CRAIG CHARLES!	
RELEASE DATE:	OUT NOW

THE WARS

have returned and this time there are more robots, more arenas and much more mayhem. The game is very similar to *Advanced Wars*, in that the same smooth game engine has been used to create excellent feel when controlling your mechanical warrior. There are of course a number of additions with loads of new arenas to fight in, plenty of challenges and mini-games, plus a few destructive multi player battles that you can play with your friends. *Extreme Destruction* has now come inline with the latest BBC series and features the Ref Bot plus all the arena additions like flame throwers and flip pads. You can now also play the gauntlet challenges, which include slalom, skittles and a fun game that involves pushing fridges and cookers into the arena pit. This involves more robot control rather than the as ultra aggressive attacking you will need in the tournament. The robots control very much like a

remote control offering you a chance to feel exactly what it would be like to take part in the wars. When you add to this the ability to build your own robot and fight against popular series winners, like Chaos 2 and Hypnodisc, there really isn't anything missing from this title. The sound is reasonable throughout, plus all the arenas look superb on your tiny little screen. With so much playability and fun to be had from this game, we believe it could sell very well with *Robot Wars* fans. Even if you are not a fan of the TV series, you can still have plenty of fun with this cartridge as it is very simple to play and the rules are also very easy to understand. We believe this is a great game and it will provide hours of botty entertainment in a way only robot wars can provide. Don't waste time twiddling your finger, get to the shops and get involved with the wars.

RUSS



You can imagine just how excited Craig Charles would be about this fight - slightly!

WILL BE RELEASED ON XBOX,

PRIZE BOTS: For winning any of the tournament games and challenges, you can now win new parts to improve your own robot.



DESIGN YOUR ROBOT

Building your own robot looks like fun, but then all the parts can be expensive and you need to have a very good knowledge of electronics in order to piece them all together. *Robot Wars* has the option for you to create your own robot along with several weapons and some new special moves. You can choose the shape of the bot and also how many wheels or tracks it will use. You must then decide on what motor will run the machine, remembering that there is a weight restriction to enter the wars. Finally two weapons can be placed onto the finished chassis and you are then ready to enter the arena. As you win new weapons, options will unlock enabling you to change your bot to create even more destruction.

RUN THE GAUNTLET

ROBOT DECATHLON / FIGHTING ARENA

Among the many single player games is the gauntlet, where you are challenged to make your robot do more than just fight. Most of these challenges do not require weapons, so you can choose to build your own robot

or control one of the many stars. The six games can be played at three levels, from Bronze to Gold and each stage gets progressively tougher. Let's have a look at a few of the mini-games.



This tough contest pits your small robot against a giant bot to attempt to push each other out of the ring.

Several items are scattered around the arena and you have to push them all into the pit to be destroyed.

Crates fall from above onto the floor and you must quickly destroy them all by crashing into them.

"EVEN IF YOU ARE NOT A FAN OF THE TV SERIES, YOU CAN STILL HAVE PLENTY OF FUN WITH THIS!"

VERDICT

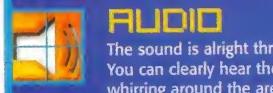
MORE HANDHELD FUN WITH WEAPON LOADED ROBOTS. THIS WAR IS AS REAL AS IT CAN BE.

ROBOT WARS EXTREME DESTRUCTION



VISUALS

Good all round graphics with loads of special effects; fire and smoke emerging from broken machinery.



AUDIO

The sound is alright throughout. You can clearly hear the robots whirring around the arena.



GAMEPLAY

Familiar gameplay to the first Robot Wars game. It feels just like controlling your own robot!



LIFESPAN

The gauntlet mode make for plenty of single player gameplay, but you can also play with friends.



ORIGINALITY

It's very similar to the first game, only with all the updates necessary to keep it inline with the TV series.

ALTERNATIVE

ROBOT WARS ADVANCED WARS

Fun title that takes all the elements in the hit TV show and places them right at your fingertips, authentic indeed.



OPINION 82%

RIPROARING!

It's amazing how much they've managed to squeeze into this game – it doesn't actually take up much of the cart, but it's got hours and hours of play in it – now that's clever design!

JEM

FINAL SCORE

90%

A BRILLIANT UPGRADE
BRINGING IT RIGHT UP TO DATE WITH THE CURRENT SERIES. YOU'LL ALMOST COMPETE FOR REAL.

Reign Of Pretty Much Everything But Fire...



SPYRO THE D SEASON OF FLAME

The most purple videogame hero of them all returns for more frantic 3D flapping on your GBA!

TOTAL ADVANCE

INFORMATION

SPYRO THE DRAGON: SEASON OF FLAME

PUBLISHER: VIVENGI UNIVERSAL

DEVELOPER: DIGITAL ECLIPSE

PRICE: £29.99

ORIGIN: UK

PLAYERS: 1

STATS

HIT FRANCHISE

NEW CHARACTERS

AUTOMATIC SAVE

RELEASE DATE: OUT NOW

THE LITTLE PURPLE

dragon is a giant in the world of cute videogame adventuring. But for all his success, Spyro's first GBA adventure was bursting with irritating quirks – the diagonal view which made it impossible to judge a landing properly; the awkward controls that forced you to try and re-try massive jumps and, of course, the unbelievable difficulty levels in the shoot-'em-up sections. And, bar the last problem, all of those quirks are here in the sequel. So why is it so addictive? Can a game get by on massive charm and great graphics alone? In a word, yes!

In fact, thank heavens for the Rhynocs. If it wasn't for them refusing to stay away from the Dragon Realms, storming in and stealing all the fireflies (thus reducing all of the dragons' fiery breath into ice) then Spyro and his pals would have been sitting around scratching themselves, and where's the fun in that? As it is, we're on for another batch of jewel-collecting, chasm-avoiding adventures, albeit this time with two new characters and some serious improvements.

The strange thing is, a lot of the really irritating

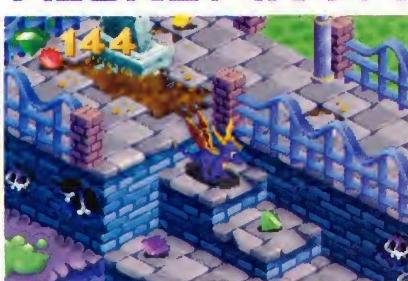
things from the previous game are still there – the diagonal view is still criminally misleading, the tunes are annoying and twee and the whole game format is instantly repetitive. But, these gripes aside, it's the closest thing to a vaguely taxing *Banjo Kazooie*-style adventure we might ever get. And the extreme anger of defeat usually dissipates after a while, especially when some of the surprise rounds pop up.

A lot of the challenges are awkwardly designed, but the sheer number and novelty of them is outstanding. Impromptu ice hockey against a vicious polar bear, leading a cowardly carol-singing llama home, helping a dwarf-thing complete a cake – not the sort of challenges you expect in most formulaic GBA adventures.

Between the ridiculous difficulty of these challenges, plus the numerous hidden areas and bonuses (not to mention a whole new Sparx game to play on completion), *Spyro 2*, for all its faults, shows that it is possible to create a good value long-playing adventure without any link-up options. Irritatingly.

JEM

"CAN A GAME GET BY ON MASSIVE CHARM AND GREAT GRAPHICS ALONE? IN A WORD, YES!"



The mean green fighting machine



TWIST AND SHOUT
When Shrek punches foes he builds up his power meter. Get it all the way up to the top and hit both buttons to make Shrek do a scream attack that kills all the enemies.

SHREK: HASSLE AT

The ogre's finished with karting (Thank God!) and is ready to put up a fight at last...

TOTAL ADVANCE	
INFORMATION	
SHREK: HASSLE AT THE CASTLE	
PUBLISHER: TDK	
DEVELOPER: TDK MEDIACTIVE	
PRICE: £29.99	
ORIGIN: USA	
PLAYERS: 1	
STATS	
■ 24 LEVELS	
■ FOUR PLAYABLE CHARACTERS	
■ BATTERY SAVE.	
■ LINK CABLE SUPPORT	
■ MAIN GAME AND FIGHT MODE	
RELEASE DATE: OUT NOW	

FOLLOWING the fairly lame Shrek Karting game, we've finally got the chance to get our teeth into another bash at recreating one of our favourite animated movies on the GBA – hopefully a good one this time.

Shrek: Hassle At The Castle follows the green hero in a platform-style fighting game as he works his way through levels based on the movie. You get to control all three of the main stars: Shrek, Donkey and Princess Fiona in a series of mission-based platform levels, starring all the main characters from the film.

At first, it seems hard to classify Hassle At The Castle. Despite looking like a platform game, the first level behaves distinctly like a beat-'em-up. The screen scrolls right and left for two or three screens wide and you simply have to face-off a set of knights. You can jump with A, punch with B and punching opponents boosts your power meter. Fill

it up and pressing both buttons causes Shrek to scream, destroying all opponents on screen.

It may start out as a fighting game, but it soon evolves into a more standard platform-adventure. After rescuing the Donkey you work through the levels hopping from one platform to another and continuing to fight your way through Lord Faarquad's horde of knights.

The levels do have a number of different objectives that ensure it never becomes too stale. Early missions may see you simply fighting off enemies, later on you will have to protect a Little Pig from the Big Bad Wolf or escort Little Red Riding Hood to Grandma's house. You even have to play chase on some levels as you run through trying to catch Lord Faarquad and pulling off his mask – all of which combines to add some much needed variety in what could otherwise have been a stale platform game.

"YOU'VE FINALLY GOT A SHREK GAME THAT'S WORTH PAYING FOR AND PLAYING "



Oy Shrek! The donkey's supposed to be on your side. Focus on the knights.



AND 1000 EXTRAS IN THE FILM.

FAMOUS FACES! As you'd expect, Shrek contains all the famous fairytale characters from the movie. Here, you've just helped Little Red reach Grandma's house.



THE CASTLE

Along the way you'll open up the extra characters, which all do essentially the same thing – only Shrek is tougher, Donkey's faster and Fiona's a mixture of the two. It would have been nice to see more variety in the characters; as it would to see more moves available (even their special attacks are essentially the same), but it doesn't harm the game to have variety in the characters.

Throw in a four-player battle mode that will run off of a single cart and you've finally got a Shrek game that's worth paying for and playing. Fans everywhere can rejoice.

MARK

FIGHT CLUB

As well as the main adventure game, you also get a multiplayer mode called 'fight'. Utilising the GBA link-up cable, this pits up to four players against each other in a standard side-scrolling level.

You need to collect coins and attack the other players (which will cause them to drop coins). The game works on a timer and the player with the most coins when the time runs out is the winner. It's not the most complex multiplayer game in existence, but it is a blast to play. It also supports single-cartridge multiplayer which makes it far more accessible for you to have a quick blast with your mates.

On top of the usual three characters you also get Lord Farquad thrown into the mix for good measure. The only real downfall is that you can't play the game one your own. Okay, so it may seem petty (after all, it is a multiplayer game), but it wouldn't hurt to have the GBA pick up the other players so you could have a quick practice session before taking on your mates.



STORYBOARD

Select Character



Shrek



Once upon a time in a far away swamp there lived an ornery ogre named Shrek.



The game manages to follow the plot of the film almost perfectly. From the moment you start out in Shrek's swamp (getting rid of the villagers), through to rescuing the Donkey and fighting the evil knight. From there on, you're off to Duloc, rescuing a pig and escorting Little Red Riding Hood on the way. At Duloc, you'll have to fight off the entire army of knights and guards before heading off to rescue the princess from the dragon. Then it's back to Lord Farquad to foil the wedding. You even get to play a level based on the classic scene where Fiona's singing causes a hapless bird to blow up. Classic!

There are 24 levels in all and on the normal mode you'll have the whole game finished within a day (two at the most – if you're a bit duff.) But the advanced mode throws the game into a whole new ball park, which presents a vastly increased challenge that rivals some of the toughest Game Boy Advanced games.

VERDICT

FINALLY THERE'S A SHREK GAME WORTH BUYING. DEFINITELY ONE FOR THE FANS!

SHREK HASSLE AT THE CASTLE



VISUALS

Big and bold graphics, which closely matches the movie. Some nice visual effects to boot!



AUDIO

Some top tunes, but aside from the roar of your special attack, the sound effects are a bit weak.



GAMEPLAY

Variety between the levels keeps things interesting – the fast-paced gameplay hooks you instantly!



LIFESPAN

24 levels to complete and though it's easy on 'Normal', the advanced mode presents a tough challenge.



ORIGINALITY

It's not startlingly original, but at least it avoids the usual 'hop across gaps and collect coins' route.

ALTERNATIVE

YOSHI'S ISLAND

Let's face it! No matter how good this game is, it's never going to compete with the best platform game Nintendo ever made – and it's out now!

OPINION

ROOOAR! Gosh, Mark's obviously in a good mood today! And why not, as this game is quite a turnaround from the last Shrek title (the worst game yet for the GBA). Don't get us wrong though, this cart still is far from offering value for money. But committed Shrek fans will still have a blast if they rent this adventure!

JEM

FINAL SCORE

80%

AN INTERESTING TWIST ON THE USUAL PLATFORM-GENRE THANKS TO SOME INTERESTING MISSIONS AND GREAT USE OF CHARACTERS.

TEST DRIVE

- A close-up of the movie poster for "Jumanji". The title "JUMANJI" is at the top in large, white, block letters. Below it is a list of features in white text:
 - Pull off wild gravity-defying stunts
 - Speed through huge, highly destructible worlds
 - Hurtle up walls, through loops and across chasms
 - Tons of insane weapons at your disposalAt the bottom left, the tagline "Drive like you've never imagined" is visible.

defying stunts
huge, highly destructive weapons
walls, through loops and across chasms
insane weapons at your disposal

Drive like you've never imagined™



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COMING SOON

NINTENDO
GAMECUBE

PlayStation®2

GAME BOY ADVANCE™

THQ

The logo features the "Hot Wheels" brand name in its signature blue flame font, with a "TM" symbol at the end. Below it, the word "VELOCITY" is written in a bold, italicized sans-serif font inside a stylized "X" shape. At the bottom, the words "MAXIMUM JUSTICE" are displayed in a smaller, all-caps font.

BURN UP!**FANTASY DRIVE**

There are some bizarre things going on at the side of the road during Hot Wheels Velocity X – on this track there is a shark tank to speed past! Watch out – they might bite!



Make sure that you haven't just eaten your lunch when you attempt this stunt.

Hot Wheels favourites drive you crazy

HOT WHEELS VELOCITY X

Take to the streets with some of your favourite toys, now in pixellated form!

TOTAL ADVANCE	
INFORMATION	
HOT WHEELS: VELOCITY X	
PUBLISHER:	THQ
DEVELOPER:	Beyond
PRICE:	£29.99
ORIGIN:	UK
PLAYERS:	1-2
STATS	
■ OVER 45 CARS	
■ 30 MISSIONS	
■ DESTRUCTIBLE WORLDS	
■ POWER-UPS	
■ MULTIPLAYER BATTLE MODE	
RELEASE DATE:	6 DECEMBER

IN THE OLD

days, the world of *Hot Wheels* revolved around trying to set up a huge track made of small bits of plastic and then shooting toy cars down it, only to watch them smash into the wall or chip the paintwork. Now, THQ has taken away the problem of your parents shouting at you by putting the world of *Hot Wheels* onto the GBA. Rather than taking the form of a Constructor-type game as you might expect, *Hot Wheels Velocity X* is instead a racing game with a story stuck on to try and make the single-player adventure more enticing.

Your challenge is to face the evil MetaCog and his drones and protect Monument City from evil. "But, how can I do this?", you may ask. Simple, just drive fast and win races. Easy.

This being *Hot Wheels*, the events are not simply point-to-point races; along the way you'll encounter huge crashes, intense speed-ups and loop-the-loop action that would make the world's best stuntman feel a little queasy. This, alas, is where the game falls down – whilst the graphics are adequate and there are some decent ideas at work here, there just isn't the feeling of speed that it needs to create an essential handheld racer. Yes, there are plenty of *Hot Wheels* vehicles to unlock but just how many kids know the difference between all the car types and more to the point, is there enough here to keep them coming back to collect them all? The answer would have to be 'No'.

Hot Wheels Velocity X just isn't exciting enough and without the necessary speed or danger you are left with a below par racer, which soon runs out of gas.

KENDALL

**VERDICT**

JUST HASN'T GOT THE SPEED TO GET AHEAD OF THE PACK.

HOT WHEELS VELOCITY X**VISUALS**

The graphics are nothing special but the top-down view does evoke memories of the classic Super Sprint.

AUDIO

Nothing to write home about, but nothing that has you reaching to turn it off either. Average.

GAMEPLAY

It can be fun performing the crazier stunts for the first time, but you may soon find it repetitive.

LIFESPAN

The story idea gives you a reason to stick with it, but there's little here to keep you coming back for more.

ORIGINALITY

It attempts to do something a bit different, but underneath it's just another middle of the road racer.

ALTERNATIVE**DRIVEN**

The GBA version was the best of the bunch and even if you've never seen the movie then you should see this!

**OPINION****80%****SQUEAL!**

Oh come on, this game contains the first loop-the-loop seen in a GBA game yet! Okay, so that's not exactly worth thirty quid, but it's a selling point! In fact, this is well worth checking out when the sales come round this January!

SANNA

FINAL SCORE**60%**

PASSABLE RACER, BUT NOTHING TO LIFT IT FROM THE PACK. THERE'S SO MANY BETTER EXAMPLES OUT THERE...



DID YOU KNOW: ONE OF THE ORIGINAL DOOM DESIGNERS LEFT

One Marine versus Hell!



DOOM III

Doom just got bigger and meaner than ever. But is it any better?

TOTAL ADVANCE

INFORMATION

DOOM II

PUBLISHER: ACTIVISION

DEVELOPER: TORUS GAMES

PRICE: £29.99

ORIGIN: AUSTRALIA

PLAYERS: 1-4

STATS

CO-OPERATIVE MODES

9 WEAPONS

17 ENEMIES

30 LEVELS

RELEASE DATE: 8 NOVEMBER

DOOM. The name itself is able to stir deep-seated emotions within PC gamers. The phenomenon started in the early nineties with a shareware demo, and it wasn't long before every PC owner was blasting away at all manner of demons from hell. Obviously, the first game spawned a sequel, and here it is in all its glory. At first it appears to be very similar to the first game, and, for the most part, it is. The levels use the same kind of textures, the weapons handle just like before and the monsters all seem rather familiar.

However, this time around the levels are a lot longer and meaner, and the design a lot tighter. The atmosphere is just as spooky as ever and... well, it doesn't really need explaining, does it? This is *Doom*, and we all know what that means: rooms of enemies and plenty of ammo. The real issue here is the port – and there's good news and bad news. Just like the GBA prequel,

enemies sink into the ground immediately after they've been shot, and you can only save at the end of levels – not a huge fault but some mid-level saves would have been nice. These aren't major problems, though – the real offender is the choppy engine. It's nothing horrendous, but it's painfully obvious that there'll be some delay between you pressing the buttons and your Marine acting out your commands, which can be off-putting to say the least. But if you enjoyed the original game, don't let this put you off – this is everything the last game was, and more. Bigger guns (double-barrelled shotgun with the proper reload animation – oh yes!), bigger enemies and by gum, certainly bigger levels!

The only bad things about this game are the apparent lack of variety and the simply non-existent storyline. But then, *Doom* never was about that. It was about drawing the player in with the atmosphere and fear. Imagine creeping along a corridor, flickering lights above



Careful, Blossom, he might burst!
And that wouldn't be pretty...



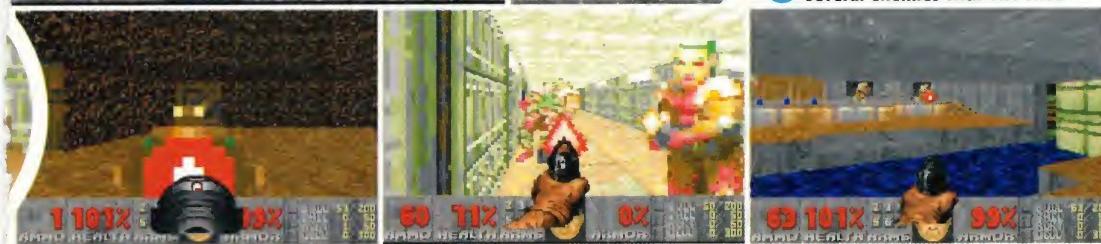
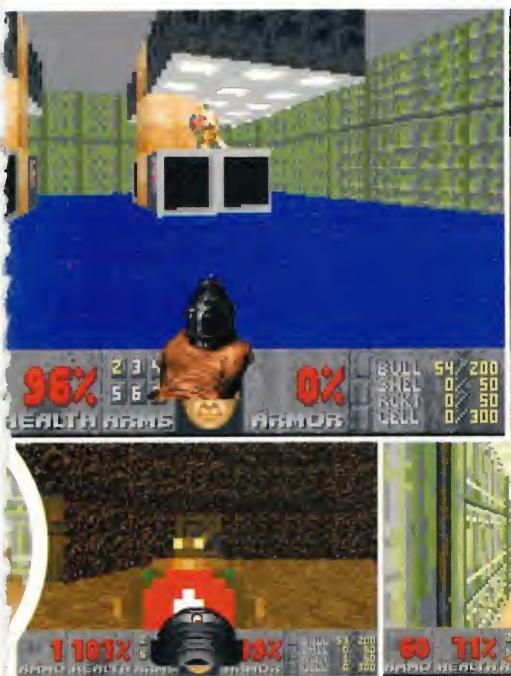
SSSHH!

I KNOW
A SECRET...

Look out for secret areas – not only do they hide special items, but a counter at the end of the level shows the percentage of secrets found. Keep 'em peeled...



JUMP, JUMP! Although there is no jump button as such, running off a ledge will let you leap across gaps in some cases.



you causing unease before rounding a corner to be faced with a horde of bellowing imps – and you've only got three shotgun shells left. This is what *Doom* is all about. And for those who've never played the PC original before, it's wonderful.

GARY

"IMAGINE CREEPING ALONG A CORRIDOR TO BE FACED WITH A HORDE OF BELLOWING IMPS - AND YOU'VE ONLY GOT THREE SHOTGUN SHELLS LEFT!"

HEALTHY LIVING

There are several items that you can use in *Doom* to keep your health hovering above the fatal zero. These are...

■ Health Jar: Gives you 1% health

■ Stimpack: If you have under 100% health, this will give you a 10% boost

■ Medikit: Providing you don't have 100% health, this will up your health 25%

■ Spiritual Armour: Gives you 1% armour, you lucky type you.

■ Security Armour: If you have less than 100% armour, this will give you 100%

■ Combat Armour: This will give you the maximum armour you can have – 200%.

■ Radiation Suit: Prevents damage from slime or lava. You have 60 seconds before it runs out.

■ Berserker: If you pick this up, your punches will have the power of rocket launchers! This lasts for 20 seconds.

■ Soul Sphere: Boosts your health by 100%, to a maximum of 200%.

■ Mega Sphere: Adds 100% to your health, and boosts your armour to 200%.



IF KNOWLEDGE IS THE KEY THEN PASS ME THE LOCK!

Doom has never had any difficult puzzles or brain-busting problems to figure out. Generally, the nearest you'll ever get to having to use your brain is finding the three keys (yellow, red and blue) that are hidden around the vast levels and are needed to open their respective doors. Typically, they'll be behind secret doors or through mazes of seemingly random teleporters, but the secret of *Doom*'s wonderful level design is that they are never unfairly placed. The important things to look out for are the secret doors on the map – all entrances and exits are signified by a yellow line. If you're facing a wall and it appears yellow on the map, then you can bet that pressing the action button while you're up close will give you a little surprise!

VERDICT

⊕ BLOOD-SPOUTING, GUT SPRAYING NON-STOP ACTION FEST. JUST WHAT WE LIKE!

DOOM II

VISUALS

The levels feel solid enough, but the textures are messy and can cause a lot of confusion.

AUDIO

It's the same cheesy but oddly spooky music, and the sound effects are gruntingly pleasing.

GAMEPLAY

One word – solid. The weapons are balanced beautifully and the enemies are challenging.

LIFESPAN

Thirty super-tough levels and co-operative death match modes. Everything an FPS needs.

ORIGINALITY

'Been done' comes to mind when playing *Doom II*. However, it was *Doom* itself that started it all!

ALTERNATIVE

BALLISTIC: ECKS VERSUS SEVER

Hasn't got half the menacing atmosphere of *Doom*, but it makes up for this with a lot more variety. So many different ways to shoot things!

OPINION

AW, SHOOT!

Doom has its followers, and no doubt this will trickle off the shelves quite happily this Christmas. But to be honest, when you've got intelligent modern FPSs like *Ecks Vs Sever*, it does look a little like *Doom* and it's ill have had their day. Still, stalwarts will love every minute!

JEM

FINAL SCORE

84%

IT'S DOOM AND IT'S AS GOOD AS IT EVER WAS – BUT THE GENRE HAS MOVED ON SINCE, AND SOMETIMES IT'S NOT HARD TO SEE WHY.



Now there's a combination we wouldn't have called... obviously Robin has the day off.



SUPER, MAN!

As well as having the ability to fly, the superheroes have powers that vary from character to character; for instance, Flash sprints up walls, while Superman lets rip with his Heat Vision.

These heroes are truly super!

JUSTICE LEAGUE: INJUSTICE FOR ALL

Heroes and legends alike come together to save the world once more from the clutches of evil!

TOTAL ADVANCE

INFORMATION

JUSTICE LEAGUE: INJUSTICE FOR ALL

PUBLISHER: MIDWAY

DEVELOPER: SAFFIRE

PRICE: £29.99

ORIGIN: US

PLAYERS: 1

STATS

■ YOU CAN FLY!

■ COMIC BOOK VISUALS.

■ PLENTY OF LEVELS TO PLAY.

RELEASE DATE: 6TH DECEMBER

THERE ARE SOME

games that innovate to such an extent that they revolutionise their genres or even create new ones. *Justice League* does not – set firmly in old-school scrolling beat-'em-up territory, it sees a selection of the finest heroes of the DC Comics universe can offer dishing out lashings of knuckle sandwich. Each level gives you two such heroes with whom to stamp out crime; you can switch between them at any time but if either should bite the dust, the other will be alone until he/she finds a power-up to return the fallen hero. This works similarly to the *Donkey Kong Country* games and is quite a refreshing element in a game such as this. Some emphasis has also been put on exploration too – many of the levels are set out much like a platform game rather than a fighting game, much like the GBA adventures of fellow superhero Spider-Man.

One of the main drawbacks of the game is actually one of its nicest features; the ability to fly. Sure, flying round as Superman is cool, but with your endless flight capabilities, some of the stages can be beaten having hardly encountered a single enemy. Combat itself is enjoyable if a little limited... the superpowers add some variety but the punch combos aren't exactly super. Fortunately, the game plays nicely enough and is easy to get to grips with. From the moment you pop in the cart, you know exactly what you're doing and just how to do it; *Justice League* is about as 'pick up and play' as they come. With a little work on the level design, the flashy visuals could have pushed this into the folder marked 'must have' but as it stands, we're left with a competent fighter that has potential but just misses the mark.

LUKE

"JUSTICE LEAGUE IS ABOUT AS 'PICK UP AND PLAY' AS THEY COME"



TO RESCUE!

VERDICT

A PRETTY GOOD CAMPAIGN WHILE IT LASTS, BUT EVIL WON'T BE AROUND FOR LONG...

JUSTICE LEAGUE: INJUSTICE FOR ALL

VISUALS

Very nice indeed; probably the game's strongest selling point is the faithful recreation of all things DC.

AUDIO

Just about respectable... doesn't offend but doesn't really enhance the experience either.

GAMEPLAY

A fun platform fighter with a few unique features that will help it to stand out from the crowd.

LIFESPAN

In all fairness, once you beat all the levels, you're unlikely to go back to it... replay value isn't too great.

ORIGINALITY

Switching fighters and using superpowers aren't exactly original but seldom seen in this genre...

ALTERNATIVE

FINAL FIGHT ONE

It's one of the original scrolling fighters and it's pretty cheap now to boot; pick it up today.



OPINION

80%

BOKKO!

Another look at the screenshots confirms that *Justice League* is visually tasty to say the least. This really is a great game, with so many cool characters and entertaining challenges, it has to be played. But bought? That's another question, especially as there are no extras. Shame!

JEM

FINAL SCORE

79%

DESPITE SOME CONFUSING LEVEL DESIGN, THERE'S ENOUGH HERE TO KEEP MOST GAMERS ENTERTAINED FOR THE DURATION.



EXTREME DESTRUCTION

ROBOT WARS IS BACK.

BIGGER AND BETTER THAN BEFORE.
NASTIER AND DEADLIER THAN BEFORE.
LOSER OR WINNER?

YOU DECIDE.



Actual screen shots



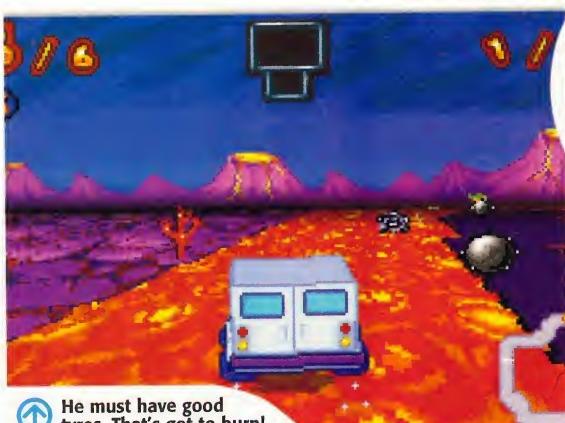
CHECK OUT THE ALL NEW:

www.robotwarsthegame.com

DESTRUCTION BEGINS
NOVEMBER 2002

GAME BOY ADVANCE

Police camera action!



He must have good tyres. That's got to burn!



TAKE YOUR PICK-UP

The pick-ups are the usual goodies such as rockets, but some aren't so friendly – collect a bomb and it will explode in your own car if you don't let go within 15 seconds!

DROP 'EM!

VERDICT

NEVER MIND THE GADGETS, THE INSPECTOR NEEDS TO WORK ON HIS RACING TECHNIQUE!

INSPECTOR GADGET RACING



VISUALS

Bright and colourful. The tracks certainly look pretty, but things could be a little clearer.



AUDIO

The sound effects are fun, but the repetitive tunes are soon irritating. Thank God you can turn them off!



GAMEPLAY

Oddly infuriating. This game should be, but isn't, fun. The link-up option redeems it slightly.



LIFESPAN

Other racers will stop you finishing in a hurry – but you'll probably turn it off in frustration first.



ORIGINALITY

There is absolutely nothing original about this – we've seen it before on every platform.

ALTERNATIVE

MARIO KART: SUPER CIRCUIT

The definitive cartoon racer on the GBA.

You've got a lot to learn, Gadget. A lot to learn...



OPINION

MOVE IT! Old

Gadget-face hasn't had a good time on the GBA really – in fact it's never been a very inspiring license at any point. As we all know, there really is only one GBA fun racer that's worth the asking price, so why do companies keep bringing out cheap re-treads? Sorry, Gadget, but Mario will always win!

JEM

FINAL SCORE

70%

FRUSTRATING RACING THAT HAS BEEN DONE BEFORE, AND BETTER.

"PLAYING
ON YOUR
OWN IS
TOUGH."

ON PAPER, *Inspector Gadget Racing* looks promising. Admittedly, it also looks like a hundred other cartoon racers before it but the series that has tickled many a young funny bone ought to translate perfectly into a comical, colourful racer. And, to a point, it does. All your favourite characters are available to race with and each vehicle is rated for speed, brakes and weight. This means you can choose a racer to suit your driving style or work your way through them all, unlocking two as you progress.

The humour of the TV show is very much in evidence and the jaunty, imaginative tracks certainly offer plenty of variety, taking you underwater, into the air and around a few famous landmarks. There are 20 tracks to race round; three are available initially and you will need to rank in each of these in order to unlock the next set.

However, it's here that the problem lies. Sticking to the tried and tested cartoon racer formula, *Gadget Racing* has you and your opponents collecting pick-ups like rockets and bombs, which are then hurled at the other competitors. But where other games have your adrenaline pumping as you desperately try to get one up on the others, *Gadget Racing* is just plain infuriating. Even in Amateur mode (there are three difficulty levels), ranking in the top three is more dependent on luck than skill – however much time you put in practising, your efforts are often wasted. Many's the time you'll find yourself inches from the finishing line, in first place, when your vehicle is attacked and you wind up fourth – a result made all the more irritating by the fact that failure to rank means you'll need to race all the tracks in that section again.

The link-up option sidesteps this problem and is great fun (although each player requires a cart), but playing on your own is just tough. The end result is unrewarding gameplay, and the game's creativity and humour are redundant when racers have been done so much better on the GBA.

KAREN



NO.1 FOR NINTENDO GAMECUBE

WHO SAID CUBES HAVE TO BE SQUARE?

100% UNOFFICIAL NINTENDO GAMECUBE PRODUCT 132 PAGES



REVIEWED!

STARFOX ADVENTURES

Rare's last ever GameCube title arrives after three years in the making.

12 PAGE SPECIAL

ZELDA THE LEGEND IS REBORN!

Every Zelda game revisited as well as all-new Zelda GC screens!



8-PAGE HANDS-ON!

MK: DEADLY ALLIANCE

Bone-shatteringingly gruesome!

IN-DEPTH

METROID PRIME

SCHNEIDER Tougher than a 30ft. angry Shee-Goth!



FIRST
UK
REVIEW

FINAL FANTASY

SQUARE New artwork and info from Japan!



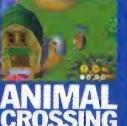
XIII

SHADY! Shoot alors!



PHANTASY STAR ONLINE

REVIEWED We go online with the GameCube!



ANIMAL CROSSING

DOLITTLE Walk and talk with the animals!



- 132 pages packed full of GameCube goodness!
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METROID PRIME • **MK: DEADLY ALLIANCE**

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WWE WRESTLEMANIA X8 AND SO MUCH MORE...

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THE UK'S ONLY DEDICATED GAMECUBE MAGAZINE



The big boys get ready to fight!



TOTAL ADVANCE

INFORMATION

GODZILLA DOMINATION

PUBLISHER: INFOGRAMES

DEVELOPER: WAY FORWARD

PRICE: £24.99

ORIGIN: US

PLAYERS: 1-4

STATS

- BRUTAL HUMUNGOUS MONSTERS

- SEVERAL MOVES AND SPECIALS

- LOADS OF CITIES TO DEMOLISH

RELEASE DATE: XXXXX

VERDICT

A CROSS BETWEEN RAMPAGE AND STREET FIGHTER WITH MONSTERS. WILL GODZILLA WIN?

GODZILLA DOMINATION



VISUALS

Nothing special, but monsters look like their cartoon counterparts and the arenas are well detailed.



AUDIO

Interesting tune whilst battling, plus excellent crumbling sounds as the buildings get smashed.



GAMEPLAY

Very easy to play with a challenging story mode and excellent multiplayer game.



LIFESPAN

Not too difficult, but will amuse you for a few days. The multiplayer adds longevity.



ORIGINALITY

An interesting idea that combines demolition with beating the hell out of various monsters.

ALTERNATIVE

STREET FIGHTER



One of the best fighting games ever, on any system. A simply must-have game for fighting fans.

OPINION

78%

GRRRR!

I really enjoyed this game for the brief moment I managed to snatch with it – It's not amazing, but as beat-'em-ups go, it's pretty out of the ordinary! Although it could have done with a little more crazy dramatic Japanese music.

JEM

FINAL SCORE

74%

AN ENTERTAINING TITLE WITH SUPERB MULTIPLAYER GAMES. BUT IT WON'T TAKE TOO LONG TO COMPLETE!

GODZILLA DOMINATION

Meteor X is crashing towards the earth – can Godzilla and his monster friends save us?

GODZILLA, the star of countless cartoons and movies, is now ready to take to the screen on the GBA. The world is under threat from the mysterious Meteor X, which is affecting all the other strange monsters in hiding on the planet and making them attack innocent civilians. The game is essentially a beat-'em-up, but does also include a few ideas from the ancient arcade classic *Rampage*. The huge monsters battle it out in the ravaged streets, and buildings are crushed as you wander around. If you like you can pick up the

larger buildings and use them as weapons to throw at your opponent. The game is nicely tuned with each character having several devastating special moves and most battles will only take a few minutes. Crushing the buildings will also reveal power-ups, which will sometimes contain a nice surprise like health or speed boosts, or have strange effects like reversing your controls. The fighting action is simple and each monster can attack with either his hands or feet (as in most fighting games). When an opponent has been stunned, you can then line them up for

a special attack or, alternatively pick them up and hurl them across the arena. The game is fast and fun and provides plenty of entertainment when playing against friends. Up to four people can play at once in team battles or all-on-all confrontation. The story mode of the game is slightly simple with only eight battles to complete, but you will sometimes have to face multiple enemies, which makes the task slightly harder. This is a good fun game for a while, but the short story mode lets it down a little bit.

RUSS

"IF YOU LIKE YOU CAN PICK UP THE LARGER BUILDINGS AND THROW AT YOUR OPPONENT!"

SMOKIN'!

FIRE!

As you progress through the game, the firepower at your disposal increases spectacularly. These martians don't half kick butt with the right weapon in their hands – it's a good job they're on our side!



Most people wander about looking for water in the desert, but not these guys.

Time to get ugly!

BUTT-UGLY MARTIANS

They may not be much to look at, but the Butt-Uglies certainly know how to have fun!

TOTAL ADVANCE

INFORMATION

BUTT-UGLY MARTIANS: BKM BATTLES

PUBLISHER: VU INTERACTIVE

DEVELOPER: RUNECRAFT

PRICE: £29.99

ORIGIN: UK

PLAYERS: 1

STATS

■ INSPIRED BY THE HIT TV SERIES

■ ARCADE-STYLE ACTION

■ 28 LEVELS

■ SEVEN ENVIRONMENTS

■ BE ONE OF THREE CHARACTERS

RELEASE DATE: 6 DECEMBER

LIKE ET BEFORE

them, the Butt-Uglies are friendly aliens. Granted, they didn't originally come in peace, but the three aesthetically-challenged chaps were so taken with planet Earth they had a change of heart and decided that they rather liked it here.

However, the evil Emperor Bog (who sent them to invade in the first place) is still intent on taking over the planet, so the three martians must protect Earth – in this case, by fighting off 28 levels-worth of renegade robots. And the best way to do this? Get into BKM – Butt Kicking Mode!

The side-scrolling action has a distinctly arcade feel – players explore seven futuristic environments which are littered with enemies and cool pick-ups,

including some classy weapons.

The expansive levels can be bewildering (and the colourful backgrounds are sometimes confusing), but a handy map shows where you are and where you've been. There are plenty of obstacles to overcome too – doors must be unlocked, unfriendly fire needs to be dodged and end-of-level bosses have to be annihilated.

With three difficulty levels, *BKM Battles* caters for gamers of all standards – and the later challenges can prove pretty tough. It isn't just a case of flying around blasting bad guys either – players can choose to be any of the three Butt-Uglies, each with different strengths. You can also collect bonus items that can be used while playing *Zoom Or Doom*, the GameCube's Butt-Ugly Martians racing game.

For some pick-up-and-play arcade-style action, *BKM Battles* is a great choice. The gameplay may become a little repetitive after a while, but for a quick blast of colourful, quirky fun, this game has got it covered.

KAREN



VERDICT

ALIEN ACTION THAT'S AS GOOD-LOOKING AS ITS STARS ARE BAD!

⊕ BUTT-UGLY MARTIANS: BKM BATTLES

VISUALS

The colourful environments look sumptuous and add to the gameplay experience.

AUDIO

Pumping techno tunes accompany the action – suits the game perfectly!

GAMEPLAY

Great pick-up-and-play action, though it may eventually become repetitive.

LIFESPAN

28 levels, three characters, three difficulty levels – there's plenty to be getting on with!

ORIGINALITY

The concept is straightforward, but makes a change from the usual platformers and racers!

ALTERNATIVE

JIMMY NEUTRON: BOY GENIUS

Another Nickelodeon star gets a GBA outing. Colourful platforming fun with the boy wonder!



OPINION

64%

B.U.M. !

I can't let a game get away with a good score if the main element of gameplay is to collect keys to open doors, for Clint's sake! The franchise is supposed to be amusing, but this is dull old fashioned gameplay that we've seen way too many times before, and also seems utterly devoid of charm. One to miss I'd say.

JEM

FINAL SCORE

88%

COLOURFUL ARCADE-STYLE ACTION THAT KICKS BUTT. NOT TERRIBLY ORIGINAL BUT VERY WELL EXECUTED.



I want my mummy



OPEN UP!

KNOCK KNOCK!

You'll need to track down the right items to let you open the doors – and you can only collect them as one of the three characters. Which one? Now, that would be spoiling it...



THE MUMMY: MANACLE OF OSIRIS

The animated spin-off series comes to the GBA – but is it ancient news?

TOTAL ADVANCE	
INFORMATION	
THE MUMMY: MANACLE OF OSIRIS	
PUBLISHER:	UBI SOFT
DEVELOPER:	IN-HOUSE
PRICE:	£29.99
ORIGIN:	UK
PLAYERS:	1
STATS	
■ FOUR WORLDS TO EXPLORE	
■ PLAY AS ONE OF 3 CHARACTERS	
■ SOLVE PUZZLES	
■ FIFTEEN LEVELS	
RELEASE DATE:	OUT NOW

"THIS MUMMY SPIN-OFF IS A SURPRISINGLY ADDICTIVE GAME"

THE scorpion-infested lands of Ancient Egypt have been the setting for a number of Game Boy titles, most recently *Scorpion King: Sword Of Osiris*. However, this latest offering is based on the TV series which *The Mummy* films inspired – meaning The Rock is nowhere to be seen, thank heavens! More importantly, however, the game presents a refreshing alternative to the traditional side-scrolling platformers that licences often spawn and is a challenging and enjoyable adventure.

Manacle Of Osiris allows players to step into the shoes of the show's three lead characters, Alex, Evy and Rick O'Connell. Each has unique abilities – for example, Evy can read hieroglyphic messages and roll elegantly over trapdoors, whilst burly Rick can heave rocks out of the way or pull heavy levers.

It is this element of variety that lends the game a compelling edge. As you explore the various dungeons and deserts of 1930s Egypt, you'll need to keep swapping characters to progress, and combined with some satisfying puzzle-solving and – of course – plenty of baddie battering, the outcome is a surprisingly addictive game. Played from a top-down perspective, with different levels becoming accessible as you pick up new items, the game is straightforward enough for younger players to enjoy, but without being insultingly easy. With four different environments to explore and conquer, there's plenty to get through too, and the levels are littered with enemies of all shapes and sizes, intent on hindering your progress. The combat, again, is straightforward (messages will flash up telling you that you've achieved a 'super combo', but this is usually after simply jabbing at the A button repeatedly) but the different characters have different strengths, and special weapons, like magical attacks, can be collected as you progress.

Admittedly, there is little here that is truly original, but for a rewarding gameplay experience, *Manacle Of Osiris* is well worth a look.

KAREN



Forget about the bad guy kid – get the gold!

OPEN UP!

VERDICT

IT'S AMAZING THE FUN YOU CAN HAVE IN RUINS THESE DAYS!

THE MUMMY: MANACLE OF OSIRIS

VISUALS

Nice enough, with some really nifty effects from time to time.

AUDIO

Excellent sound effects like echoing footsteps, and the music has a bit of variety to it.

GAMEPLAY

The well-implemented ideas make it easy to pick up and play, but hard to put back down again!

LIFESPAN

Seasoned gamers will complete the relatively easy levels quickly, but there's plenty to do.

ORIGINALITY

Nothing too original here, but what it does, it does well.

ALTERNATIVE

TOMB RAIDER

More adventuring in ancient ruins, this time with the lovely Lara



OPINION

85%

PHARAOH NUFF!

It's odd, you know. Three games all come in together with almost exactly the same game style – this, Tomb Raider and Harry Potter, and they're all great! But change a pixel here and there and they could be the same game. I want all three!"

JEM

FINAL SCORE

89%

AN EXCITING ADVENTURE THAT'S FULL OF THE MAGIC OF ANCIENT EGYPT!

POWER RANGERS

WILD FORCE



GAME BOY ADVANCE

GO WILD!
ON YOUR GAME BOY ADVANCE™

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TOTAL ADVANCE

ISSUE THIRTY-FIVE

LINK UP



You say one thing, we say another. That's how it works...

There comes a point when even you lot must have to switch the GBA off. What to do now? Watch telly? Nah. Write an opera?

Nope. Go for a run? No way! Here's an idea – get out the Postman Pat notepaper and dash off a few lines to us at TA – we're on tenterhooks for your feedback!



THE EVOLUTION OF...

The sender of the Star Letter each issue wins an XploderGBA courtesy of our friends at Fire International!

LEAVE MY GBA ALONE!

Why does everyone keep slagging off the GBA so much? Most letters on the Link-Up pages are complaining about one thing or another, and people are constantly saying that the GBA "is really just a SNES".

It is true that some SNES games have been re-released on GBA, but there are far more games that are original, e.g. Tony Hawk's, Sonic Advance and Worms World Party. The games that have been re-released have for the most part been improved.

I for one think the GBA is brilliant and even though most games are far too expensive, (30 quid?), are worth it and given time, the prices will drop.

If you don't think it's worth to shell out for a re-released game, there's a simple solution: Don't buy it!

GRAHAM ROWLANDS, VIA EMAIL

TA: Dear Graham,
Well it makes a refreshing change to see someone firmly in the pro-SNES re-jig camp, but all too often we're finding that for the most part these games actually haven't been improved one iota, and as you rightly point out, it's not the old game itself, but the price tag which really takes the waste fluids. And also, we think what gets up people's hooters is the fact that Nintendo themselves are the worst culprits for churning out old material without enough innovation. And it's possible that the GBA2 will herald a whole new generation of link-up moans! So seeing as you're so optimistic, here's a Blaze GBA Xploder to keep you smiling!



Seen it all before? Well, yes, but not this small! And that's gotta count for something?



LINK TO US!

There are tons of ways to get your message to us. Come on, tell us what's on your mind.



SNAIL MAIL

Link Up,
TOTAL ADVANCE Magazine,
Paragon Publishing,
Paragon House, St. Peter's Road,
Bournemouth, Dorset BH1 2JS.

If you think we've got time to even consider entering into personal correspondence, you're utterly and irretrievably insane.



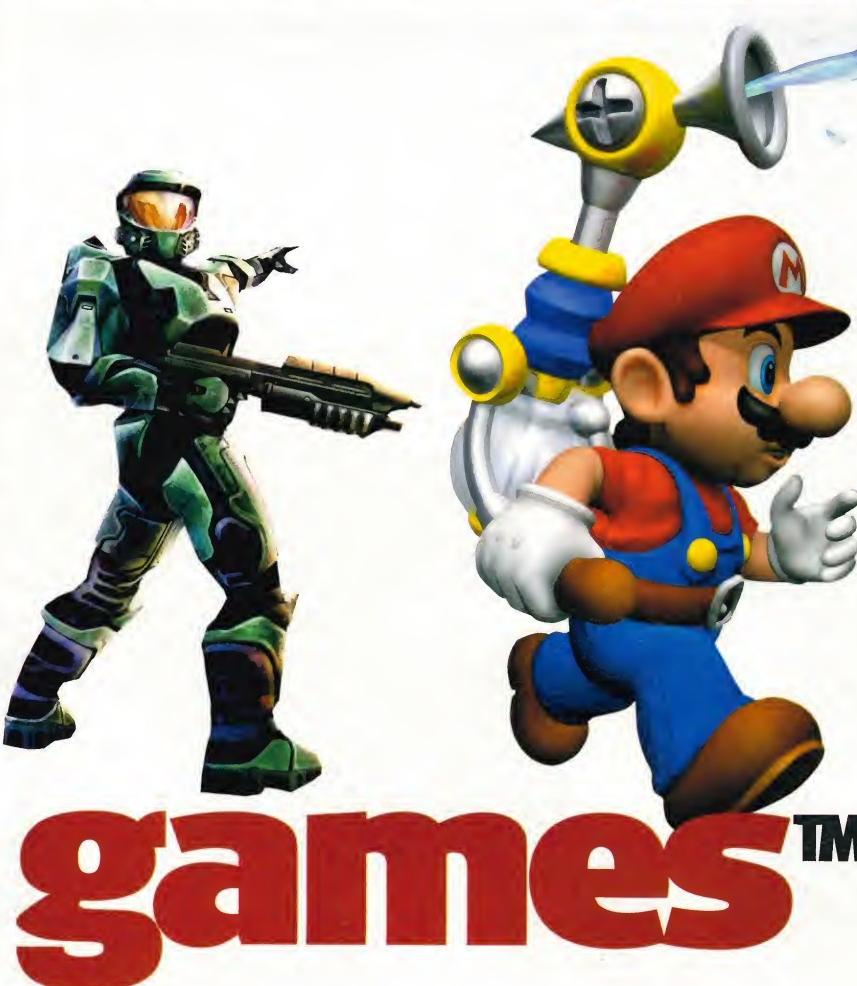
EMAIL

Get your opinion across to us even quicker at jem@paragon.co.uk, making sure to mark each missive 'Link-Up' if you don't want it to be trashed.



TEXT

Despite a few mad gits, your thoughts are still welcome if you text 07941 921 854. If you phone up, you're expecting too much, aren't you?



- 180 PAGES
- THE MULTI-FORMAT GAMES MAGAZINE OF THE FUTURE
- FOR MATURE, HARDCORE GAMERS
- 30 PAGE DEDICATED RETRO SECTION
- EVERY GAME FORMAT
- HIGH QUALITY

COMING 28 NOVEMBER 2002

TOTAL ADVANCE



I LIKE LIGHT!

Fed up with sitting up properly at stupid angles under lighting so you can see your game properly, seeing people playing GBA on TV lying on sofa and knowing it's not actually possible to play with the screen pointing downwards and actually see the game? I was! So I got an Afterburner, the internal light system. I was too chicken to risk breaking my system so shelled out 100 quid for a complete new one with it fitted by portablegamer.co.uk (as advertised in various places including your splendid mag).

Good move, sorted all problems, now can "lounge" as one should when gaming, the games look superb, whether it be the long tactical Advance Wars, Golden Sun, B of F etc, or quickie racers, random arcade and puzzle games etc. Basically, recommend it to anyone who can afford it: to be honest don't know why Nintendo don't sort it themselves, but at least someone did and it's available in the UK, thanks to the web.

ANDREW DEARLOVE, BY EMAIL

TA: Well Andrew,
Well we've looked into it and unbelievably, we can't find any link between you and one of the companies that sells or installs Afterburners – so you really must just be one happy customer! Some people might be a little cautious at the moment, waiting to see if perhaps Nintendo will bite the bullet and offer a very reasonable upgrade service for UK GBA owners, but if you're eager to get started lounging around with your GBA, folks, you could do worse than follow Andrew's advice!



All of our GBAs would look like this right now if we had a FLIPPIN' TRIANGULAR SCREWDRIVER! What a stupid concept.

FOOTBALL CRAZY?

I would like to ask why people make stupid football games when they can go outside and play the real thing – it's just stupidity! Anyway, I would like to ask you two other questions: Firstly, why did you raise the price of your mag and secondly, how do you get out of THE ROOM OF RITES in Zelda Oracle of Seasons (THE ROOM OF RITES is the part after you beat the boss and they kidnap Zelda). Keep up the good work!

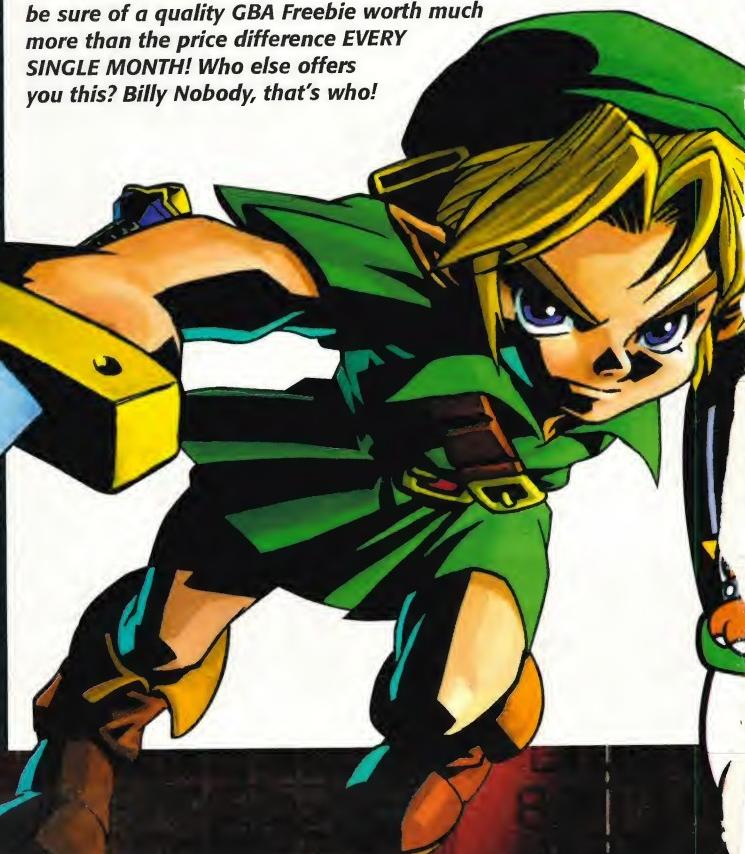
From your loyal gaming fan...

JOSHUA SHEPHERD, SHEFFIELD

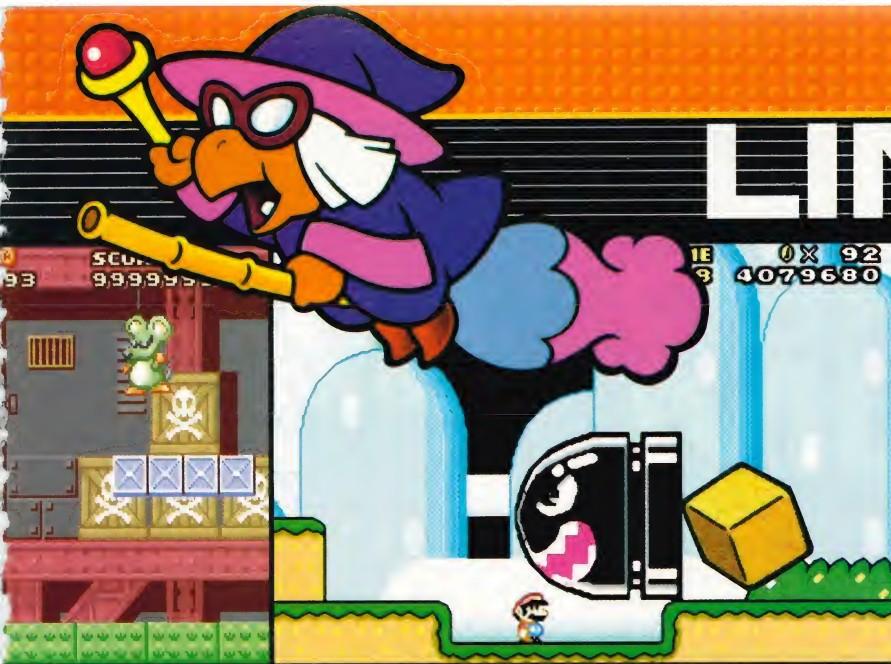
TA: Well, Joshua,

Let's get Zelda out of the way first, eh? In the Room of Rites (Not 'Rights', by the way young man!) you'll notice a group of statues, who look around and then stop. When they stop, head in the one direction they are not looking. This will lead to final battles against Koume and Kotake, and the final face-off with Ganon. This is the end of the whole game. Hope that's of some help!

As for the price hike, yes it might seem a little extreme to some regular readers, but the powers that be have spoken – have you noticed how many GBA mags have folded in the last year – it's hard to survive out there on the shelves, so in order to make sure that you can still receive your monthly TA fix, we've had to change the price. Sorry guys, but at least you can be sure of a quality GBA Freebie worth much more than the price difference EVERY SINGLE MONTH! Who else offers you this? Billy Nobody, that's who!



LINK UP



GAMELAND GBA!

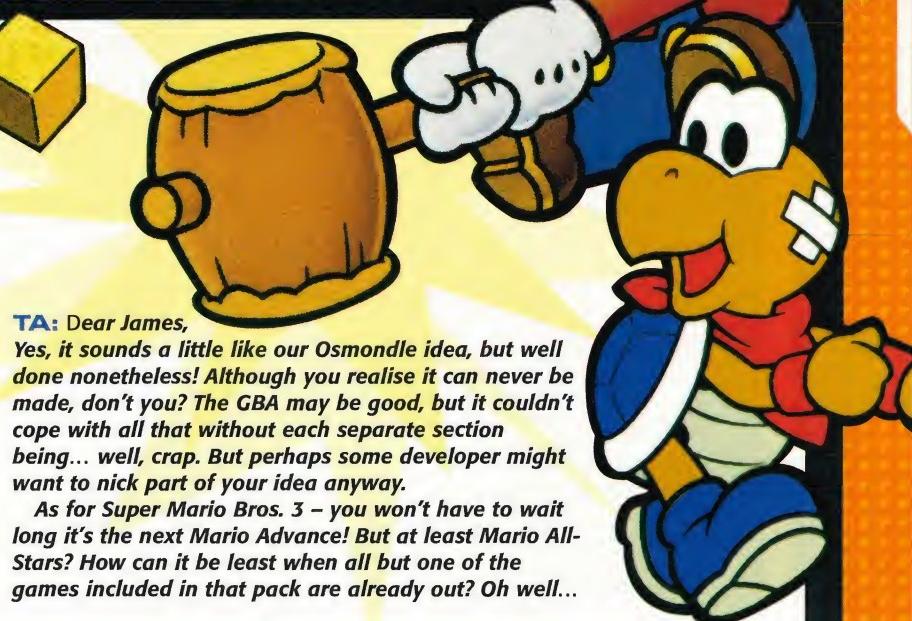
I have an idea for a great game! You can play as either a boy or a girl character and everybody will like this game! Reason? It has every type of game in it! You have to travel through Game Land, which is split into different worlds. You start off in Platform Land, then onto Racing Land, Shoot-'em-up Land, Beat-'em-up, Puzzle and finally RPG Land. You do all this to get to the final boss King Spoil-Sport, who wants to get rid of all fun (with the battle in the style of Tekken). Each world has five levels, making thirty levels in all. When you finish the game, you get ten extra levels and you choose out of all the game types for this. You can even have a multiplayer option and choose what game style you have. This game is great for people who can't choose what kind of game they want.

JAMES KNIGHTON, PETERBOROUGH

PS I want to play Super Mario Bros 3 on the GBA! Or at least Super Mario All-Stars!

TA: Dear James,
Yes, it sounds a little like our Osmondle idea, but well done nonetheless! Although you realise it can never be made, don't you? The GBA may be good, but it couldn't cope with all that without each separate section being... well, crap. But perhaps some developer might want to nick part of your idea anyway.

As for Super Mario Bros. 3 – you won't have to wait long it's the next Mario Advance! But at least Mario All-Stars? How can it be least when all but one of the games included in that pack are already out? Oh well...



TXT CORNER

At the end of a hard day's night there's nothing more relaxing than sitting back and reading all your texts. Well, nothing legal anyway. So keep 'em coming, and remember – we can't reply!

- 1 ANY CHANCE OF GETTING MARIO TENNIS OR GOLF 4 DA GBA IN DA FUTURE?
ALSO, NINTENDO HAVE ANNOUNCED MARIO ADVANCE 4 AND 5 TO B SINES REHRSSES, JUST LIKE U SAID.
TA WE CERTAINLY HOPE SO, BUT THERE ARE NO PLANS AS YET. AND YES, IT'S A BUGGER INIT.
- 2 HELP! MY GBA IS MAKING MY VISIT 2 DA TOILET WAY 2 LONG WOT THE HELL SHOULD I DO? FROM R.J.
TA STOP EATING = NO TOILET STOPS.
- 3 WHERE IS CT SPECIAL FORCES NOT IN SHOPS YET THANK
TA IT'S BEEN OUT FOR AGES, HAVE YOU TRIED BETTER SHOPS?
- 4 HEY TA! IVE COMPLETED SMA2! THX FOR DA TIP 4 TUBULAR, BUT OUTRAGEOUS IS DA HARDEST LEVEL EVER. FROM SARAH. PS IS THERE ANY OTHER FEMALE GAMERS OUT THERE? IM 1!
TA THEY'RE ALL PRETTY HAIRY, AREN'T THEY? THERE ARE LOADS OF OTHER GIRLS OUT THERE SARAH, BUT YOU'RE ONE OF THE FEW WHO TEXT IN!
- 5 HELP I AM GOING INSANE. NEED HELP GETTING WATER OF HERMES ON GOLDEN SUN. PLEASE TXT BACK BEFORE I GET COMMITTED. GREAT MAG KEEP IT UP.
TA OH BLIMEY, WHEN WILL YOU LOT UNDERSTAND WE DON'T TEXT BACK? ANYWAY, YOU GET WATER OF HERMES ****
- 6 I THINK MEGAMAN ZERO WILL BE THE BEST GAME OUT TILL BATTLE NETWORK 2 GETTING ZERO TOMORROW. WHAT DO U THINK? APOCALYPTIC TENDENCIES UR
TA WE THINK... IT TAKES ALL SORTS TO MAKE A WORLD.

PRESS THE BUTTON



- 7 HI I WAS WONDERING IF U COULD TELL ME HOW TO ENTER THE CODE ON ADVANCE WARS FOR THE GBA THANKS ADRIAN
TA WE SORTED THAT OUT FOR YOU: DIFFERENT CHEAT NOW!

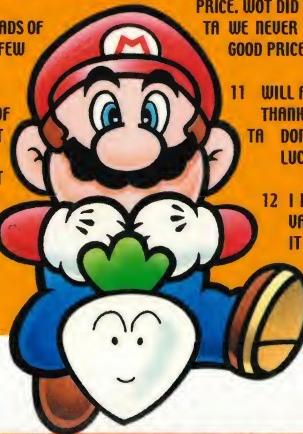
- 8 I HAVE A QUESTION WHICH I TRUST YOU CAN ANSWER! I BOUGHT A GBA A WHILE AGO, AND THE PANELS ON THE SIDE MOVE. IS THIS NORMAL OR A PROBLEM? TOM KEAR.
TA IT'S NOT NORMAL, SO DON'T MOVE THEM!

- 9 I THOUGHT THAT GOLDEN SUN WAS AMAZING, WHEN IS GOLDEN SUN 2 (WHICH I FINN IS LOST AGES) COMING OUT? GREAT MAG.
TA YES EVERYBODY GOES ON ABOUT GS. CHECK THE NEWS FOR THE LATEST INFO ON GS2.

- 10 PREHISTORIK MAN BY TITUS – BOUGHT IT FOR A TENNER – NOT BAD FOR THE PRICE. WOT DID IT GET IN REVIEWS + ANY MORE INFO?
TA WE NEVER BOthered REVIEWING IT – VERY OLD GAME. BUT A DAMN GOOD PRICE THERE!

- 11 WILL ALL THE SNES GAMES BECOME GBA GAMES? PLEASE TELL ME! THANKS.
TA DON'T BE DAFT, NOT ALL OF THEM! JUST MOST, KNOWING OUR LUCK.

- 12 I KNOW A GOOD WAY 2 GET LOADSA LIVES IN MARIO 2. GO 2 VANILLA SECRET 2 AND PICK UP THE GREY SWITCH AND CARRY IT 2 THE HALF WAY LINE. STEP ON IT AND RUN LEFT, THANKS TO ME U NOW HAVE 50+ EXTRA LIVES! I LUU U ALL!
TA COR, THANKS! BUT THERE ARE EVEN EASIER WAYS! KEEP LOOKING!



FEATURED FORUM



Share all your Game Boy related thoughts, dreams and prejudices live with fans around the world on the TGN forum at www.totalgames.net/forum/! It's the only way to be the first to learn all the latest GBA news, and get your opinion across at the touch of a button! This month they've been going on about...

AUTHOR

TOPIC: SUPER MARIO ADVANCE 3

Prince_Tricky	OH MY GOD I HAVE IT! I FINALLY HAVE IT! SMA 3! Hurrah!! It's so cool!!!! wooooooooo!!! JJJ
Raoul Duke	Nice one. I'm refusing to buy it until I've completed SMA2 completely (96 levels). I have far too many GBA games to get through (still got to get *** on all tracks in Mario Kart, and complete Chu Chu Rocket). Glad you like it though,
Prince_Tricky	The graphics are amazing. Like nothing I've EVER seen before. And baby Mario is so CUTE!
Raoul Duke Quote:	Originally posted by Prince_Tricky: The graphics are amazing. Like nothing I've EVER seen before.
Raoul Duke	You mean, apart from the SNES original, right?
Nintendifference	Took your time, didn't you?!
Solidus Snake	SMA3 should have been a remake of Super Mario 3 that was on the NES/SNES
JemR@TotalAdvance	That's SMA4 dude.
Cubemaze	Is it really good- I was thinking of getting but it faded- however now only SMA can keep me alive until 18th Nov.
Prince_Tricky	Never had a SNES, I'm afraid. Too young- more of a Mega Drive person
Sword of Mana	It's an absolutely brilliant game and a must have title, on either SNES or GBA. It is good to see that Nintendo's strategy of releasing past games on the GBA really is reaching a new generation of gamers who missed them the first time round.
Super Al	Yes, but for those of us who played them first time round – it's highly annoying
Neurotica	I'm getting it as soon as I can muster up some money, and I'll get Metroid Fusion as well.
JemR@TotalAdvance	Oh bum – I've just got my boxed copy of SMA3, which means I'll have to start the whole flaming thing over again. Good job it's twice as easy as SMA2!
RatCoxNBowlers	I have SMA3 too! I hope it takes me as long to complete as SMA, wow what a huge game that was! Let's a-go!
Juttle	WHAT? SMA was a tiny NES game, you could complete it in half an hour! Are you sure you don't mean SMA2 – that's the biggest of them all!
SplatterMan	He must mean SMA2, or he's a total tit! I'm looking forward to SMA4, then SMA5 and mainly SMA6 myself – then perhaps they might have BOthered to come up with an original blimmin Mario title for a change!
JemR@TotalAdvance	You tell 'em sister!

Make sure to check in with the other Games Freaks on totalgames.net – now with the brand new Games TM forum – covering everything from Pong to Halo! But it's still not as good as the Game Boy hangout

LINK UP



Justin forgot to mention the amazing scenery throughout the game - look!

READER REVIEW

It's not very often that a reader sends in a rating of a game that we ourselves let slip by! Activision didn't bother to secure any reviews of Vin Diesel action game xXx (always a worrying fact with any game - what are they hiding?) so instead poor old Justin Reeve of Somerset went and bought it - and sent us this warning!



xXx

INTRODUCING A NEW breed of secret agent, Xander Cage. He's fast smart and an ex con, even after all of that they still couldn't come up with anything special, the game looks okay, it plays okay. But it is missing something, whether or not it's a variety things to do, is up to you.

The game is to go find a key, open a door and pick up item... Well, that was okay in the 90's but now I demand something more, they have tried with the road rage style bike riding but if I want to ride around knocking people out on a small screen with bad graphics I'll dig out my old MegaDrive and play it on a hand-held TV.

The enemies are all the same: they run at

Xander, and then shoot until they're killed. With only Eleven different types of bad guys there is no thought needed. An AI would greatly increase the playability of the game, as it has no obvious AI making the game simple and short-lived.

The only redeeming feature I could see on this game was the fact that the character almost looked like Vin Diesel, but even then the animation reminded me of the dancing baby.

My opinion of this game is borrow it off a mate. It's okay as a distraction but not much else. In fact, the one word that sums this game up is 'okay', nothing more.

James Bond need not worry!

READER RATING
42%



TOTAL ADVANCE GAMEBOY ADVANCE HINTS, TIPS AND CHEATS 7 DAYS A WEEK!
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GAME BOY ADVANCE

A-Z CHEATS



ADVANCE WARS

Advance Advance Mode
Hold Select before entering campaign mode to play in advanced mode. Now everything's much tougher, just what you wanted! But you can earn more money throughout.

ARMY MEN ADVANCE

Level	Sarge	Vicki
2	HJRDCHMC	GGRSGHMB
3	GGRSGJMC	FSRSMJMB
4	FSRSMKMC	DQRNBKMB
5	DQRNBBMC	CSRJGBMB
6	CSRJGCMC	BQRDMCPB
7	BQRDMDPC	TJRQDQPB
8	TJRQDFPC	SGRSFCPB
9	SGRSCQPC	RJRNLPB
10	RJRNLRPC	QGRNRPPB
11	QGRNRSPC	PSRICSPB
12	PSRJCTPC	NQRDGTPB

ARMY MEN OPERATION GREEN

LEVEL CODES
Here's every code possible in the game, on both settings:
2 Workin' 9 Til 5
5VKPR6*B K*67LZZM
3 With A Bucket, A Spade, And Hand Grenade
5PK5L*4 F5FWJ*N
4 Goin Downtown Y8DTF4HK 3MC9TS15

- 5 Down On The Farm 62BVXHXY 3SXRLWOJ
- 6 Baby, Light My Fire MQ5310VP YOV7GGZM
- 7 Here A Tan, There A Tan SZQR6W1J DLTYD4G7
- 8 The Rumble In The Jungle 44BQQCWH NJ98C3XD
- 9 The Donkey Ride F4J1ZRWG CG4PPSC6
- 10 Top Brass In Trouble FFOOPW36 5QFXBJZ
- 11 Jungle Fever *HBNVVV4 52CN4BBH
- 12 Spider's Web 85M3QCF* *BR53WWF

- 9 GRAYSON
- 10 KYLE
- 11 BATARANG
- 12 GORDON
- 13 CATWOMAN
- 14 BATGIRL
- 15 ALFRED

ATLANTIS: THE LOST EMPIRE

- LEVEL CODES
- 2 BMQDNPJS
- 3 BRZSGZDY
- 4 BVMJFYLG
- 5 B7JHPMH
- 6 C6XQUNF
- End COCNQIY

BACKTRACK

ACTIVATE ALL WEAPONS

To activate all weapons, you first have to get to the Build Secret Base on the Dark Side of the Moon menu. To do this, press SELECT, then enter L, RIGHT, B, L, R, LEFT. Once you've access, press A to get password screen. Then type "weap".

AUTO AMMO

To instantly refill all of your ammo, you first have to get to the Build Secret Base on the Dark Side of the Moon menu. To do this, press SELECT, then enter L, RIGHT, B, L, R, LEFT. Once you've got access, press A to get the password screen. Then enter "ammo".

Invincibility

To become invincible, you first have to get to the Build Secret Base on the Dark Side of the Moon menu. To do this, press SELECT, then enter L, RIGHT, B, L, R, LEFT. Once you've got access, press A to get the password screen. Then type "god" to activate invincibility.

BATMAN: VENGEANCE

LEVEL CODES

- 2 GOTHAM
- 3 BATMAN
- 4 BRUCE
- 5 WAYNE
- 6 ROBIN
- 7 DRAKE
- 8 BULLOCK

BOMBERMAN TOURNAMENT

MULTIPLE POWER UPS

At the beginning In multiplayer mode when you choose HI POWER arena you start out with bombs that blow up from one side of the arena to the other, which is the same as the gold flame power-up. You will also be able to lay multiple bombs at one time and to top things off you even start with bomb kick.

BOXING FEVER

It's perfectly possible, of course, that a beat-em-up with a password system is the daftest idea on record. But still, at least it allows you to cheat like hell! Enter these codes to side-skip all need for playing the game.

AMATEUR SERIES BEATEN

90HG6738

TOP CONTENDER SERIES BEATEN

H7649DH5

PRO AM SERIES BEATEN

2GG48HD9

PROFESSIONAL SERIES BEATEN

8G3D97B7

WORLD TITLE ACQUIRED

B3G58318

SURVIVAL MODE BEATEN

G51FF888

BREATH OF FIRE 2

EASY MONEY

Visit the Priest if you have less than 100 coins and he will eventually raise your cash to 100. This allows you to deposit the coins and return many times, although asking for more in one go will result in you giving it all away to charity!

STARBRINGER SWORD

For this tasty bit of equipment, stand on a blue chance square in the Thieves' Tomb and fight repeatedly.

BRITNEY'S DANCE BEAT

EVERYTHING UNLOCKED

In order to unlock all the stages as well as the end of game concert footage enter this code at the password screen: HMNFK.

CASPER THE FRIENDLY GHOST

Level 2

DK3C5 with 3 continues and 6 children saved

Level 3 SN*DP with 4 continues and 6 children saved

Level 4 5J8DX with 4 continues and 6 children saved

Level 5 NJ2SF with 4 continues and 6 children saved

End 1 C*WB8 to see the final animation with all children saved

End 2 JVNPO to see the final animation if children are not all saved

CASTLEVANIA CIRCLE OF THE MOON

UNLOCK MAGICIAN MODE

Once you've beaten the game, to unlock Magician Mode, enter the name "FIREBALL" at the data screen. You'll begin the game with all DSS Cards available right away. Get the Shining Armour To get the Shining Armour you must beat the Battle Arena it is located in the chapel tower.

ITEMS LIST

As with all other games in the series, Castlevania Circle of the Moon features numerous items to refill your life, magic, and hearts as well as items that will cure any status ailments that you have. Unlock Fighter Mode

To enable Fighter Mode, Beat the game twice (The second time in Magician Mode.) Your stats will be higher than usual, but there will not be any DSS cards to collect.

CASTLEVANIA: HARMONY OF DISSONANCE

PLAY AS MAXIM KISCHINE

Enter MAXIM as a name after completing the game to play as the more agile Maxim Kischine.

NO MAGIC

Enter NO MAGIC as a name after completing the game.

HARD MODE

Enter HARDGAME as a name after completing the game.

BOSS RUSH MODE

Successfully complete the game to unlock the Boss Rush option.

CLASSIC SIMON

Unlock Boss Rush mode, then press Up, Up, Down, Down Left, Right, Left, Right, B, A, Select at the

Konami logo. In the Boss Rush mode, you'll now be the NES Belmont.

CHU CHU ROCKET

Not surprisingly, there are plenty of extra modes hidden away in SEGA's top-notch puzzle game. Here's how to access them – unfortunately, these aren't cheats, you have to get pretty good at the game to unlock everything!

Unlock Hard Mode Puzzles To unlock the Hard mode puzzles in the single-player Puzzle mode, you'll need to complete all the Normal mode puzzles.

Unlock Special Mode Puzzles To unlock the Special mode puzzles in the single-player Puzzle mode, you'll need to complete all the Hard mode puzzles.

Unlock Mania Mode Puzzles To unlock the Mania mode puzzles in the single-player Puzzle mode, you'll need to complete all the Special mode puzzles.

CT SPECIAL FORCES

PASSWORDS

2 1608

3 2111

End 1705

New characters 0202

DARK ARENA

ENABLE CHEAT MODE

To enable Cheat Mode, enter this as a password NRYRDDS. Then enter one of the cheats from the list below to unlock the corresponding function.

ALL God Mode

AMMO Unlimited ammunition

HEALTH Unlimited health

KEYS All keys

MAPS All maps

SKIP Level skip

SFX Sound effects test

DEXTER'S LABORATORY: DEEASTER STRIKES!

Here's an easy one to help you get your older sister back again simply press pause while playing the game, and tap in these codes with the Left and Right buttons!

LLRR RRRR LLRR LLLR

Low Gravity

LRRR RRRL RLLR RLRL

Reversed Controls

LLRR RRLR RLLL LLLL

Strong Enemies

LRRR RLLL LLRR RLLL

Fast Enemies

LRRR LRLR LLRL LLLL
Slow Enemies
LLRR RLRR RLLR RLLR
Slippery Floor
LRRR RLRL RLLL RLRR
Fast Dexter
LRRR RLLL RLLL LLLR
Less Damage
LLRR LRLL RLRL RLRR
Extra Life
LRRR LLRL LLLL RLRR
More Ammo

DINOTOPIA: THE TIMESTONE PIRATES

LEVEL SELECT

Enter Up, Up, Down, Down, Left, Right, A, Left, Right B at the title screen before pressing Start, and watching the credits. At the end you should find yourself in an area festooned with ladders, all leading to different levels.

DONALD DUCK ADVANCE

Unlock ALL levels
2C1LTDIP

DOOM

Always great for superior cheats, Activision's GBA release of the classic shoot-'em-up is bristling with hidden secrets and cheat possibilities. All you have to do is get all of these cheats working is to pause the game and L and R together while pressing A and B in the order shown.
Radiation Suit
B, B, A, A, A, A, A.
God Mode
A, A, B, A, A, A, A.
All Weapons and Items
A, B, B, A, A, A, A.
Invincibility
B, B, B, A, A, A, A
Computer Map
B, A, A, A, A, A, A.
Berserk Mode
B, A, B, A, A, A, A

DRAGON BALL Z: THE LEGACY OF GOKU

INVINCIBILITY

Go to an foe with the Ki Blast energy ball, (Nappa, Vegeta, Freiza) and fly right into one of their attacks. This should replace your Health/Ki Bar with the fly meter instead. It's not ideal, but this will make you temporarily invincible! Press fly again to stop it.

DRIVEN

If you're having the odd problem getting through the ranks on bam's Sly Stallone-style racer, try using these codes for max speed! Unlock All Cars And Tracks
2,9,8,0,1

Game Stop Car 0,7,9,1,3
Master Car 6,2,9,7,2

DUKE NUKEM ADVANCE

GOD MODE

Pause, then hold L and press Left, Up, A, Up, Left, A, Start, Select. The God Menu, bursting with cheats, should now appear.

EARTHWORM JIM

Skip to Buttville
To skip directly to the Buttville

level, pause the game and enter the following button presses L, A, UP, R, A, R, A, SELECT.
Skip to Down the Tubes
To skip directly to the Down the Tubes level, pause the game and enter the following button presses UP, L, DOWN, A, R, A.
Skip to For Pete's Sake
To skip directly to the For Pete's Sake level, pause the game and enter the following button presses R, L, R, L, A, R.
Skip to Level 5
To skip directly to Level 5, pause the game and enter the following button presses R, L, A, B, B, A, L, R.
Skip to Snot a Problem
To skip directly to the Snot a Problem level, pause the game and enter the following button presses R, UP, SELECT, L, R, LEFT.
Skip to What the Heck
To skip directly to the What the Heck level, pause the game and enter the following button presses SELECT, R, B, DOWN, L, B.

ECKS VS. SEVER

MULTIPLAYER PASSWORDS

VULNERABLE
VORACIOUS
VENDETTA
Ecks Codes
Level-02 EXTREME
Level-03 EXCITE
Level-04 EXCAVATE
Level-05 EXCALIBUR
Level-06 EXTORT
Level-07 EXPIRE
Level-08 EXACT
Level-09 EXHALE
Level-10 EXHUME
Level-11 EXONERATE
Level-12 EXPEL
Level-13 SEVERE
Level-14 SURVIVE
Level-15 SAVANT
Level-16 SUFFER
Level-17 SULPHER
Level-18 SERVE
Level-19 SEETHE
Level-20 SEVERAL
Level-21 SEVERANCE
Level-22 SAVAGE
Level-23 SACROSANCT (last level with enemy firing Rocket Propelled Grenades at you!)
Sever Codes
Level-02 SEVERE
Level-03 SURVIVE
Level-04 SAVANT
Level-05 SUFFER
Level-06 SULPHER
Level-07 SERVE
Level-08 SEETHE
Level-09 SEVERAL
Level-10 SEVERANCE
Level-11 SAVAGE
Level-12 SACROSANCT

ECKS VS SEVER 2: BALLISTIC

LEVEL PASSWORDS

Level	Ecks	Sever
2	SMOKEY	RAVEN
3	BUTTERFLY	FIREFLY
4	COVEY	BULLDOG
5	TIGER	DRAGON
6	HORNET	LOUDMOUTH
7	LITTERBUG	STINGER
8	MUSTANG	NAIL
9	SPECTRE	ZORRO

10 NIMROD XRAY
11 SPOOKY REDDOG

ESPN FINAL ROUND GOLF 2002

Unlock courses
Seaside Get \$600,000 in winnings.
Northern Hill Get \$900,000 in winnings.
Evergreen Country Club Get \$1.7 million in winnings

ET THE EXTRA TERRESTRIAL

A complete set of passwords to help you get ET back to where he once belonged.
2: UP, UP, A, DOWN, DOWN, B, R, L
3: LEFT, UP, RIGHT, DOWN, L, A, R, B
4: A, LEFT, B, RIGHT, L, UP, R,
DOWN
5: L, R, R, L, A, UP, B, LEFT
6: L, LEFT, R, RIGHT, A, B, A
7: B, R, B, L, A, UP, B, UP
8: UP, UP, A, DOWN, DOWN, LEFT, A, B
9: RIGHT, B, B, LEFT, UP, R, R, L
10: LEFT, LEFT, A, L, RIGHT, RIGHT, B, R

EXTREME GHOSTBUSTERS

Final Area.
Enter LXK8KKFTL as a password to avoid actually having to play the game.

F-ZERO MAXIMUM VELOCITY

UNLOCK JET VERMILION
Go to the Grand Prix mode and push L, R, START, R, L, SELECT. When the Password screen opens, enter this code 2-8+08T2YQ30. Ranking Password
Nintendo has designed F-Zero with tournament play in mind. Since you can't upload your best times or take screenshots, the game features a built-in ranking password system. To obtain an encrypted password for your best track times, select Course Ranking from the main menu, then select your name and the track you would like to get a password for. Now hold the L-Button and press up, right, right, B, left, B, A. Your tournament entry password will now appear at the top of the screen and you can write it down. Nintendo uses passwords like these to let you enter into official tournaments, so keep an eye out for them.

FINAL FIGHT ONE

UNLOCK CHEATS

There are four cheats in the game, and you'll need to beat 2000 baddies to get them all. The first allows you to increase your starting number of lives to nine. The next lets you select stages. The next level unlocks Alpha Cody and Alpha Guy as playable characters (and lets you change costume colours). After that, you unlock the right to rapidly punch. All of these cheats will be available from the Options screen.

FIRE PRO WRESTLING

UNLOCK ALL WRESTLERS

Here's a handy trick to unlock all of the grapplers in the game. Edit

a player. On the name entry screen, go to Name Entry and begin editing the name. For the nickname, put "ALL". For first name enter "STYLE." For last name put "CLEAR." Put Exchange to "OFF" and at Middle, enter a space. Then press start and return to the main menu. Lo! All wrestlers unlocked.

GT ADVANCE CHAMPIONSHIP RACING

Another chance to get everything you can out of one of the GBA originals. Enter these codes on the main menu, when the silver car appears.
Unlock All Tracks
Hold L + R Buttons, press Up/Right, B.
Unlock All Cars
Hold the L + R Buttons, press Up/Left, B.
Unlock F1 Mode
Hold L + R Buttons, press Left, B.
Unlock Go-Cart Mode
Hold L + R Buttons, press Right, B.
View Credits
Hold L + R Buttons, press Up, B.

GRADIUS GALAXIES

How cruel ... Konami Code
Enter this infuriating code to see Konami's sense of humour in the flesh: UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A. If this has been done correctly whilst in pause; after unpausing the game your ship should self destruct.
All Weapons
To get the code to actually work and have all weapons, pause your game, then enter these button presses: UP, UP, DOWN, DOWN, L, R, L, R, B, A. The L and R buttons are the shoulder buttons. Enjoy your arsenal!

HARRY POTTER AND THE SORCERER'S STONE

10 LIVES

While playing a game, press Select, B, A, B, A, B, B, A, A.

POTION MIXING

Mix ingredients in these combinations to get the corresponding potions
• Antidote Collapsible Cauldron, Bezoar Stone, Aconite, Boomslang Skin.
• Grand Pepper Up Brass Cauldron, Octopus Powder, Bicorn Horn, Mandrake Root.
• Grand Wiggenweld Potion Silver Cauldron, Octopus Powder, Silver Unicorn Horn, Wolfsbane.
• Herbicide Copper Cauldron, Dried Nettles, Porcupine Quills, Snake Fangs.
• Pepper Up Copper Cauldron, Bicorn Horn, Mandrake Root.
• Vitamin Copper Cauldron, Wormwood, Asphodel Root, Monkshood.
• Wiggenweld Potion Collapsible Cauldron, Silver Unicorn Horn, Wolfsbane.

ICE AGE

PASSWORDS

NTTTTT	Level Select
MFKRPH	Art gallery

INSPECTOR GADGET ADVANCE

LEVEL PASSWORDS

*7*MM14	Statue Of Liberty – In The Statue
*3HMLI4	Statue Of Liberty – The Flame Of Liberty
R3*3M64	The Tower – The Tower Keeps Watch
R7H3L64	The Tower – The Lift
*CH3L24	The Tower – Higher Than Anything
*H*3M24	The Great Wall – At The Foot Of The Great Wall
R5*3MR4	The Great Wall – On The Great Wall
*3RM33P	Big Ben – The Palace
RHM37P	Big Ben – The Top
RC7M27P	Egypt – The Valley Of The Kings
*9R33XP	Egypt – The Great Pyramid

IRIDION 3D

UNLOCK ALL LEVELS

Go to the Password screen and enter the following code *S3L3CTON*, then press OK. Go right back to the Password screen from the main menu and enter this code *SHOWT1M3*, then press OK. All levels are unlocked for your shooting pleasure.

View All Bosses

To view an end level boss, go to the Game Options screen and highlight Start Level. Select your level, then highlight the option for Start at Boss. Select Yes, then OK and you will be at the boss fight!

JACKIE CHAN ADVENTURES

Every stage and every scroll At the black screen that says "Press Start", hold down "R" and tap B, A, Left, Down, Up, Right, and choose your level and scrolls. Defeating Hak Foo

Know your distance when doing a Roll. While Hak Foo is walking towards you, Roll towards him quickly. You must land about where Hak Foo is standing. Roll forward again so he does not hit you. Next, Backflip the same way as a Roll twice. You should hit him sometimes if you continue pattern. Defeating Hak Foo 2

An easy battle, uses same tactics as the first Hak Foo. If you get cornered along the south-eastern wall facing right, use the Shen Scroll Attack (B + R + Up) to leap behind Hak Foo and quickly attack before he guards. Then, Roll away. Defeating the Moon Demon Stay as far right in the beginning and face left while blocking. Time a Roll left once the Moon Demon throws an Eclipse. If you do it too late, the Eclipse will cause major damage. Note Block only when the Shadowkahn are still there.

Once the cloud covers the moon, quickly Roll towards it and attack as fast as you can using the Mao Scroll Attack (preferred) or Xu Scroll Attack. Defeating Shou Foong, the Wind Demon

Stand directly in front of him. When you stand still, in two to three seconds Shou Foong will

inhale. Time a Roll immediately when it is about to inhale. You should end up about behind Shou Foong. Once it finishes blowing, attack its back with a Mao Scroll Attack (Up + A), which you should have got already. Continue pattern. Defeating Valmont Just like Hak Foo, time your Roll to end up at Valmont. Do it twice in a row, then attempt a Flying Kick attack (R + B) at Valmont. Then Roll away and repeat.

JAMES POND 2: OPERATION ROBOCOD

COLLECTING CHEATS

In the very first area, collect the following objects in this order (for obvious reasons!) – Cake, Hammer, Earth, Apple, Tap. This will give you a burst of Invincibility for most of a level. You can repeat this trick further up by collecting the objects that spell out L-I-V-E-S. Guess what they do? Oh, and also look out for P-O-W-E-R.

JURASSIC PARK III DNA FACTOR

UNLOCK EXPERT MODE

Beat the game once to unlock a tougher challenge – expert mode. To get it, load your winning file and start again.

JURASSIC PARK III PARK BUILDER

Enter any of the following as a Park Name

Park Name	Effect
Bonus-Park	Start with Max Money
Luckybus-20	Start with 20 Buses
Items-park	Start with All Shop Items
Zero-Park	Start with No Dinosaur DNA
men's-park	Men will Love Your Park
love-park	Everyone will Love Your Park
Isla Sorna	No Trees

KAO THE KANGAROO

LEVEL PASSWORDS

ISLAND SHORES

COIN, HEART, PALM TREE, GLOVE, FACE

LIGHTNING SPEED

PALM TREE, HEART, COIN, GLOVE, FACE

FROZEN LAKE

BIRD, KEY, FROG, GLOVE, FACE

HOLY TEMPLE

BOMB, FACE, GLOVE, GLOVE, FACE

MEGASAURUS FEROCIOUS

FISH, OWL, BUTTERFLY, GLOVE, FACE

MYTHICAL CAVES

MUSHROOM, PINE TREE, FISH, GLOVE, FACE

LITTLE VALLEY

BUTTERFLY, BIRD, KEY, GLOVE, FACE

CROCODILE ISLAND

HEART, PALM TREE, LAMP, GLOVE, FACE

DEADLY WATERFALL

GLOVE, MUSHROOM, PINE TREE,

GLOVE, FACE
EVIL DESCENT
OWL, BUTTERFLY, BIRD, GLOVE, FACE
NEVER-ENDING SLIDE
FLAG, COIN, HEART, GLOVE, FACE
HUNTER
PALM TREE, LAMP, FROG, GLOVE, FACE
HYPNODJIN
BOMB, FLAG, COIN, GLOVE, FACE
ICE CAVES
KEY, KEY, FACE, GLOVE, FACE
ANCIENT RUINS
FLAG, BOMB, FACE, GLOVE, FACE
BEAR PEAK
FROG, FROG, FACE, GLOVE, FACE
BIG BLIZZARD
LAMP, PALM TREE, HEART, GLOVE, FACE
LOST VILLAGE
PINE TREE, FISH, OWL, GLOVE, FACE
PERIL DESERT
HEART, COIN, FLAG, GLOVE, FACE
TRADE VILLAGE
COIN, FLAG, BOMB, GLOVE, FACE

KONAMI COLLECTOR'S SERIES: ARCADE ADVANCED

YIE-AR KUNG FU

In order to access new characters enter the following at the games title screen: UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, START. Once this has been done you will have access to special new characters at the end of the game. Or alternatively, if you're playing in the two player mode, than you can select the new characters to fight against your opponent.

GYRUSS

To give a little boost to the somewhat dated graphics enter this code: UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, START. The game immediately begin with improved graphics.

FROGGER

As in Gyruus; Frogger allows you to update the graphics; just follow these commands at the Frogger title screen: UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, START. The game will begin with much improved graphics over the original version.

SCRAMBLE

Not as exciting but you can alter the graphics on this title to. In order to improve the visuals in put these commands whilst on the games title screen: UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, START.

RUSH N'ATTACK

To get more lives for Rush N'Attack, go to the title screen of the game and enter the Konami Code: UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, START. This will hook your soldier up with extra 1-Ups. Cool Huh!

TIME PILOT

Whilst at the Time Pilot title screen, enter UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, START. This will unlock a special prehistoric level later in the game.

KONAMI KRAZY RACERS

UNLOCK BEAR

Bear is a secret character hidden within one of the courses in the game. To get him, begin a race (not a free race, an actual competition) on Cyber Field 2. As you approach the finish line, grab the blue diamond that sits between the two gaps. Complete the race and save, and Bear will be available on the Character Selection screen.

UNLOCK KING

King is a secret character hidden within the Sky Bridge 2 course. To get him, begin a race (not a free race, an actual competition) on Sky Bridge 2. Grab the Blue Bell and use it to make a blind leap to the right at the first large gap, landing on a distant platform. Here, you'll find the blue diamond. Grab it, finish the race, and save. King will now be available on the Character Selection screen.

UNLOCK VIC VIPER

Vic Viper is a secret character hidden within the Moon Road course. To get him, begin a race (not a free race, an actual competition) on the Moon Road. At the first long gap, use a boost to make a blind jump to the right (instead of going straight over the gap). Land on a long platform with the blue diamond on it. Once you collect it, finish the race and save the game. Vic Viper will now be selectable on the Character Selection screen.

KURU KURU KURURIN

EASIER STICK SIZE

Press select in the starting area to shorten your stick and make the game a good deal easier.

LADY SIA

BONUS LEVELS

If you get a Perfect rating on every level in a kingdom, you will unlock a special bonus level for that kingdom.

LAND BEFORE TIME

PASSWORDS

World 2: Spike, Cera, Littlefoot, Golden Tree Star
World 3: Golden Tree Star, Spike, Ducky, Littlefoot
World 4: Golden Tree Star, Golden Tree Star, Cera, Spike
World 5: Ducky, Cera, Golden Treestar, Cera

LEGO BIONICLE: TALES OF THE TOHUNGA

GALI MINI GAME

Enter "9MA268" as a name to unlock the Gali mini game.

Kopaka Mini Game

Enter "V33673" as a name to unlock the Kopaka mini game.

Lewa Mini Game

Enter "8MR472" as a name to unlock the Lewa mini game.

Onua Mini Game

Enter "5MG834" as a name to unlock the Onua mini game.

Tahu Mini Game

Enter "4CR487" as a name to unlock the Tahu mini game.

Enter "4CR487" as a name to unlock the Tahu mini game.

LILO & STITCH

LEVEL PASSWORDS

BEACH

STITCH, STITCH, STITCH, STITCH, STITCH, STITCH, STITCH

MOTHERSHIP

UFO, SCRUMP, STITCH, ROCKET, UFO, STITCH, UFO

SPACE CRUISER

LILO, ROCKET, STITCH, ROCKET, ROCKET, SCRUMP, STITCH

JUNKYARD PLANET

UFO, ROCKET, STITCH, ROCKET, ROCKET, SCRUMP, STITCH

ESCAPE!

STITCH, SCRUMP, UFO, GUN, ROCKET, SCRUMP, UFO

RESCUE

FLOWER, SCRUMP, UFO, GUN, GUN, GUN, UFO

FINAL CHALLENGE

LILO, PINEAPPLE, FLOWER, PINEAPPLE, GUN, GUN, STITCH

FINAL CHALLENGE 2

STITCH, ROCKET, FLOWER, GUN, GUN, PINEAPPLE, STITCH

END

PINEAPPLE, PINEAPPLE, PINEAPPLE, PINEAPPLE, STITCH, STITCH, STITCH

MANIC MINER

NORMAL PASSWORDS

MUSIC

SUPER

SMILER

COURT

STYX

SUPRA

ENHANCED PASSWORDS

MOLE

ARTHUR SCARGILL

NEIL KINNOCK

JETSET

MINER 49ER

NOISE

STRIKE

MEGA

TAXMAN

MARIO KART SUPER CIRCUIT

BOOST FROM STARTING LINE

As veterans of the series will know; if you press the accelerator button as soon as the green light comes on your character will be given a slight advantage in the way of a boost start.

New Title Screen

In order to see an altered title screen just complete all the circuits in 50cc, 100cc and 150cc. Unlock Classic SNES Tracks in GP mode.

In order to unlock the classic SNES tracks you need to complete all the circuits winning gold on every track and then to ensure that the tracks are unlocked you need to return to the heats and collect 100 coins on each track.

Unlock Classic SNES Tracks in Time Trial

Once you have unlocked the SNES tracks in 150cc you will then be able to play through them in the Time Trial mode.

Unlock Special Cup

To unlock the final circuit, Special Cup (which includes Star Road), all you need to do is get a gold trophy in each of the earlier races.

MEGAMAN BATTLE NETWORK 2

WWW AREAS

Complete the game, then go to Ula Internet Area 4 and enter the glowing red warp to access the first WWW area.

Note: You can't exit once you enter, so saving the game is recommended.

ALL FIVE STARS

Yellow: Complete the game once.

Green: Defeat all four hidden bosses in the WWW areas.

Blue: Complete the Program Advance List. Darkness is not required.

Red: Get a data library of 250 chips.

Purple: Get all the secret chips.

HARD MODE

Complete the game with all five stars. Highlight New Game on the main menu, then press Left, Left, Right, Left, Right, Left, Right, Left, Right. Select the (now orange) New Game option and Netbattle will no longer be available. Save the game then restart. A Hard Mode option will now be available when you select New Game or Continue.

MEN IN BLACK THE SERIES

Even if you've managed to torture yourself enough to play this game, you might find that you're having trouble reaching those later episodes. Well, don't worry – that's what we're here for!

Passwords

EPISODE 2

Forest Landing Site FCHTRMNS

EPISODE 3

Alien Technology Lab HSDSHBS

EPISODE 4

Rocket Silo MXNMSNNG

EPISODE 5

MIB Safehouse THBXSCK

EPISODE 6

Halloween In Manhattan NNTNDWNY

END

Ending NFNTMMDD

MIDNIGHT CLUB: STREET RACING

PASSWORDS

All races won with Emilio NIML

All races won with Larry GTBP

All races won with Keiko LGKG

All races won with all racers LAPC

MONSTERS, INC

Level Passwords

02 YMB2VN

03 LRB13G

04 4RB97C

05 7QCZB9

NAMCO MUSEUM

Galaga "No Shooting" for the entire game

On the FIRST level, you must eliminate all enemies but the 2 left-most bees (the left-most being

the 2 bees that are all the way to the left where one is above the other). Let these two bees continue to attack you. DO NOT SHOOT THEM! Continue to dodge their bullets and after about 2-3 minutes you'll notice that they only shoot 1 bullet each. Keep waiting. After about 5-7 minutes, they will eventually stop shooting at you altogether. Let them come down the screen at least 10 times in a row without shooting at you. Kill them. That's it... If you waited long enough, no enemy will shoot at you the rest of the game!

NBA JAM 2002

UNLOCK EXTRA COURTS

To unlock the Beach and Street Courts, enter LHNGGDBLBGT as a password.

ENTER PLAY-OFFS:

Enter MKJLBFQBLDGH in the password screen to find yourself in the play-offs as the Toronto Raptors.

NFL BLITZ 2002

MATCHUP SCREEN CHEATS

Enter these codes in VS screen.
321 – No Random Fumbles
432 – Infinite Turbo

132 – Ogre Field

313 – Shadow Players

225 – Snow Field

UNLIMITED TURBO

Once you select teams, enter the following code to scroll the Blitz icons and unlock unlimited turbo LX4, BX3, AX2, then R.

PAC-MAN COLLECTION

PAC ATTACK PASSWORDS

Here are the passwords for all levels of Pac Attack:

01: STR 02: HNM

03: KST 04: TRT

05: MYX 06: KHL

07: RTS 08: SKB

09: HNT 10: SRY

11: YSK 12: RCF

13: HSM 14: PWW

15: MTN 16: TKY

17: RGH 18: TNS

19: YKM 20: MWS

21: KTY 22: TYK

23: SMM 24: NFL

25: SRT 26: KKT

27: MDD 28: CWD

29: DRC 30: WHT

31: FLT 32: SKM

33: QTN 34: SMN

35: TGR 36: WKR

37: YYP 38: SLS

39: THD 40: RMN

41: CNK 42: FRB

43: MLR 44: FRP

45: SDB 46: BQJ

47: VSM 48: RDY

49: XPL 50: WLC

51: TMF 52: QNS

53: GWR 54: PLT

55: KRW 56: HRC

57: RPN 58: CNT

59: BTT 60: TMP

61: MNS 62: SWD

63: LDM 64: YST

65: QTM 66: BRP

67: MRS 68: PPS

69: SWT 70: WTM

71: FST 72: SLW
73: XWF 74: RGJ
75: SNC 76: BKP
77: CRN 78: XNT
79: RNT 80: BSK
81: JWK 82: GSN
83: MMT 84: DNK
85: HPN 86: DCR
87: BNS 88: SDC
89: MRH 90: BTF
91: NSM 92: QYZ
93: KTT 94: FGS
95: LTG 96: YLW
97: PNN 98: SPR
99: CHB 100: LST

PETER PAN: RETURN TO NEVERLAND

PASSWORDS

Jungle RGCKYD
Forest CNCGKG
Beach PGCMMD
Ship ZGWYCR

PITFALL THE MAYAN ADVENTURE

CHEAT MODE

Enter this code at the main title screen, to unlock cheat mode L, SELECT, A, SELECT, R, A, L, SELECT.

GET ALL WEAPONS

Unlock cheat mode, then start playing the level of your choice. During play, hold SELECT and press B to get 99 of each weapon.

INFINITE CONTINUES

In order to continue forever, use up all of your lives in the first level, then tap B B B when the continue screen comes up. The counter will stop counting down and you'll be able to continue forever.

UNLOCK FREE MOVEMENT

Unlock cheat mode, then start the level of your choice. Hold SELECT and press the D-Pad in any direction to move freely.

VIEW ALL LEVELS

To view all levels, enter the following button presses at the title screen L, SELECT, A, SELECT, R, A, L, SELECT. Press SELECT and R or L to scroll through the levels. Then press LEFT to make the boomerang appear around the word "Start".

PLANET OF THE APES

PASSWORDS

2 64N4HY
3 F5BMGF
4 B1SKZR
5 76FNHB
6 P7GRXK
7 6B7VM#
8 QK6293
9 JDDUTJ
10 046PJ#
11 3#9QLS
12 C12KY
13 CBCYPH

POWER RANGERS TIME FORCE

To defeat the object of playing at all; (which is probably a good thing since it only managed to get 55% back in issue 25) enter the following password: 8QSD and you will start at the very last level.

RAMPAGE PUZZLE ATTACK

LEVEL PASSWORDS

Tokyo 1-1 GQGGHKGBHF
Tokyo 1-2 LLMLMPQLMT
Tokyo 1-3 GJJBHKGBHF
Tokyo 1-4 BDFGFBGCK
Tokyo 1-5 GSBBHKGBHF
Delhi 2-1 LPQRMPQLMT
Delhi 2-2 QKNLRTQLRP
Delhi 2-3 BFKGFBGCK
Delhi 2-4 QBLGLRTQLRP
Delhi 2-5 LQCQMPQLMT
Helsinki 3-1 GLSBHKGBHF
Helsinki 3-2 BGPGFBGCK
Helsinki 3-3 GBLBHKGHF
Helsinki 3-4 LQHQMPQLMT
Helsinki 3-5 QLQLRTQLRP
Paris 4-1 BTKGFBGCK
Paris 4-2 LMLRMPLQMT
Paris 4-3 GJHCHKGBHF
Paris 4-4 BDDHCFBGCK
Paris 4-5 GSKCHKGBHF
Hollywood 5-1 LPQRMPQLMT
Hollywood 5-2 QKMMRTQLRP
Hollywood 5-3 BFJHCFBGCK
Hollywood 5-4 QBPMRTQLRP
Hollywood 5-5 LQBRMPQLMT
Washington D.C. 6-1 GLRCHKGHF

RAYMAN ADVANCE

For some, a few handy cheats. For most, the only possible way to complete this massive game. All cheats are entered while the game is paused.

ALL LEVELS

U, L, R, D, R, L button.

BONUS CONTINUES

L Button, D, R, U, D, R button.

INVINCIBILITY

R, U, R, L, R, R button.

99 LIVES

L, R, D, R, L, R button.

ALL POWERS

D, L, R, L, U, L button.

EXTRA TINGS

R button, U, L, R, L, L button.

READY 2 RUMBLE BOXING ROUND 2

UNLOCK MICHAEL JACKSON

At the main menu, highlight the "Arcade" option, then press LEFT 2 times, RIGHT 2 times, LEFT, RIGHT, L+R to get Michael Jackson. You'll hear cheering if entered correctly.

Unlock Rumble Man

When you go to the menu, highlight CHAMPIONSHIP. Then, press LEFT twice, the RIGHT once, LEFT once, RIGHT twice, LEFT once, RIGHT once, and LEFT one more time. Then, press R and L at the same time. You should hear some cheering and then you'll be able to play as Rumble-man.

Unlock Shaquille O'Neal

At the main menu, highlight the "Survival" option, then press LEFT 4 times, RIGHT 2 times, LEFT 2 times, RIGHT, then press L+R to get Shaq O'Neal.

ROCKET POWER: DREAM SCHEME

LEVEL PASSWORDS

4GWDLKL1 Ocean Shores Beach
MFKGTBIR Mad Town
2V74BFDG Elementary School
6ILN99V5 Town Square
?FXK6BLJ Neighborhood
2LDZHS8 Spooky Woods

RUGRATS – CASTLE CAPERS

LEVEL PASSWORD

To start at the very last level in the game, enter the following password at the password screen: JSJRJKSLXCFJ.

SHAUN PALMER'S PRO SNOWBOARDER

ALL BOARDS AND TRACKS

Enter QFJ7MP9N?5CM4 or FR5RN?M7KLHJ as a password.

SONIC ADVANCE

UNLOCK TAILS

Tails will follow you around during your missions with the help of this code. To do it, go to the character select screen. Highlight Sonic, then highlight Tails and press down. Next, highlight Knuckles and press L. Finally, highlight Amy and press R. Then go back to Sonic and press A. Now, Tails will tail you wherever you go.

UNLOCK MOON ZONE:

After finding every Chaos Emerald, complete the game with every single character to unlock the Moon Zone.

UNLOCK EXTRA

SOUND TEST MUSIC:

Complete the Moon Zone levels to access three new tunes

SPIDERMAN: MYSTERIO'S MENACE

LEVEL SELECT

Enter C0-LQ or RV80S as a password.

ALL LEVELS AND ITEMS

Enter JV31- as a password.

SPONGE BOB SQUARE PANTS – SUPERSPONGE

LEVEL CODES

01 Jelly Fields (start)	BGNR
02 Sandy's Tree Dome	CLMB
03 Fish Hooks Park	KYNF
04 Downtown Bikini Bottom	WKGR
05 Cavernous Caverns	PFYJ
06 Thermal Tunnels	NGPS
07 Acrid Air Pockets	WMCY

08 Lava Fields
09 Precipice Canyon

XNRP
HDJQ

10 Desert Wasteland
11 Kelpazoic Jungle

WFXM
MNTL

12 Inside The Whale
13 Road to the

QGRV

Bottom of Rock Bottom

LXHK

14 Lonely Souls
15 Graveyard

HGCD

16 Last Stop
17 Jelly Fields

CNXK

18 Man Ray's Lair
19 Oil Rig

PYHS
JRST

20 Canning Factory

WMBT

SPY HUNTER

ARCADE MODE

Enter EDACRA as a name to unlock Arcade mode.

DELETE SAVED GAMES

At the copyright screen, press Left, Left, Right, Left, R, R.

DELETE HIGH SCORES

At the copyright screen, press Up, Up, Down, L, R, L.

SUPER AGENT MODE

Complete the game with all Primary Objectives and Secondary Objectives to unlock Super Agent mode.

SPYRO THE DRAGON: SEASON OF ICE

LEVEL SELECT

To enable level select, press UP, UP, DOWN, DOWN, LEFT, RIGHT, UP, DOWN, A when START shows on the title screen.

ninety-nine Lives

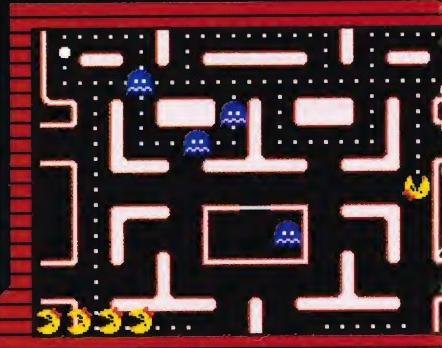
Go to the Press Start screen and press LEFT, RIGHT, RIGHT, RIGHT, DOWN, UP, RIGHT, UP, A.

STAR WARS EPISODE TWO: ATTACK OF THE CLONES

LEVEL PASSWORDS

Level	Padawan	Knight
2	BHDBGJ	BJDGGM
3	BHFBBJ	BJFGHM
4	BHGBDJ	BJGGDM
5	BHHBFI	BJHGFM
6	BGKBCK	BJKGCM
7	BGLBSK	BJLGSM
8	BGMBTK	BJMGTM





9 BGNBQK BJNGQM
10 BGPRBK BPPGRM
11 BGQBNK BQQGNP
End BGRBPK

STAR WARS JEDI POWER BATTLES

LEVEL PASSWORDS
Level 1 You always start the game at level 1.
Level 2 WB1BCPF You have to play as Mace Windu
Level 3 VCJMBFF You have to play as Mace Windu
Level 4 VC1MBPF You have to play as Mace Windu
Level 5 VCJINBYF You have to play as Mace Windu
Level 6 VC1DBYF You have to play as Mace Windu

Mace Windu Codes

Here are codes from level 7 through 10
level-7 VCGYCFH 6 LIVES
level-8 VCXYCFH 6 LIVES
level-9 VCDZCPH 6 LIVES
level-10 VCVZCPH 6 LIVES

HOW TO BE DARTH MAUL

The code that everyone wants!
Enter the code VMT3BYJ

STAR X

Aquess Part 1: ZEKECOC3
Aquess Part 2: 3AGEA40Z
Aquess Orbit: 3AMMA01V
Egaon Part 1: ZCEOAOVP
Egaon Part 2: CKG3AKK4
Egaon Orbit: CKOVAKLO
Wolf x 2 Part 1: WKEVAK1U
Wolf x 2 Part 2: HKMVAL1C
Wolf x 2 Orbit: DIG5ALOK
Hades Part 1: 1KM5AYMB
Hades Part 2: OIGSAY21
Hades Orbit: PIMXAY3H
Tritopia Part 1: SCB3QPKM

STUART LITTLE 2

PASSWORDS

Stage 1 1,3,7,7
Stage 2 1,4,8,7
Stage 3 2,2,7,8
Stage 4 6,3,6,6
Stage 5 6,7,8,7
Stage 6 5,7,7,8
Stage 7 5,6,8,8

SUPER DODGE BALL ADVANCE

DREAM TEAM B

Successfully complete championship mode to unlock special championship mode and Dream Team B (Rockets).

DREAM TEAM C

Successfully complete special championship mode to unlock Dream Team C (Iron Men).

QUICKLY CLIMB RANKS

The quickest way to move up in the rankings is to challenge the number one team.

SUPER THROW

Get the ball and back up slightly from the line. Then, press Forward(2) to run. On the third footstep or crunch, press Throw. You will perform a Super Throw. There are 50 Super Throws in all. You can also do a Pass Super Throw and a Running Jump Super Throw. Note These can be blocked, so take care!

SUPER MARIO ADVANCE

INSTANT RESET

Don't like messing with the power switch? To trigger the game's built-in soft reset and restart the game without using it, simply hit the following buttons at the same time: Select + Start + A + B.

WARP TO WORLD 4

In level 1-3 go to the area just before the brick background. Pick up the plants until you get a bottle. Then go past the brick background until you find a pot and throw the bottle on it. Go through the door and down the pot into World 4.

WARP TO WORLD 5

To warp to level 5, first get to level 3-1. When you enter the first door, fall all the way down. You have to be in the middle as you fall. When you stop, you will find a platform with a door. Enter the door, then look for the potion in the grass. Pick it up, then throw it on the ground, enter the door in cyberspace, and go into the vase and you will be at level 5.

WARP TO WORLD 6
In level 4-2 In the area

with the whales find a bottle and throw it on the next pot. Enter the doorway and go down the pot into World 6.

WARP TO WORLD 7

Work your way to level 5-3. (It would be a good idea to choose Luigi for this level because of his superb jumping skills.) Go up the ladder at the beginning of the level, and then jump up onto the ledge above the ladder. As soon as you get on top of the ledge, grab the first grass on the right. It is a potion. Use the potion and go through the door. Now, while in sub-space, go down through the jar and voila! Now you're in Level 7!

LOTS OF LIVES IN 1-1

Want as many extra lives as you can be bothered to collect? On World 1-1 at the right-hand end of the level, enter the upper door into the cave with the line of spiky jobbies (easiest to do this with Luigi, as you can just jump up to it without having to go the long way round). To the left of the spiky things are three plants. Pull up the right-most plant to reveal a giant turnip, and throw it at the bad guys. If you kill them all with one shot, you get an extra life. Leave the cave, re-enter it, and do it all over again as many times as you want until you have enough lives to keep you going...

MAKE BIRDO BALD

When you fight a green or red Birdo, jump on her head and pick up her bow and throw it away. Voila! Bald Birdo. Note this doesn't work on all Birdos in the game.

SLEEP MODE

So you're in the middle of playing Super Mario and the telephone rings... Or let's say you feel the sudden urge to check TGN for new GBA stories, but you're in the middle of a level - what do you do? How about putting your GBA to sleep to preserve batteries? Press the Select and R buttons at the same time and the game will drop into deep sleep. To wake it up again, press Select and L.

ninety-nine Lives
In world 5-3 come up to the surface and throw the shell on the ground there, it will keep bouncing off the walls back and forth. Jump and land on the shell and wait for the birds to drop the bombs. The shell will kill the bombs, and after you get a certain amount you start getting 1-Ups,

you can do this for as long as you want until you've accumulated 99.

SUPER MARIO ADVANCE 2

UNLOCK PRINCESS COINS

More of a hint than a cheat - once you collect all of the Dragon Coins in the entire game, they will turn into Princess Coins.

SUPER STREET 2X REVIVAL

EASY SPECIAL MOVES

While fighting in a single player battle, press Up, Up, Down, Down, Left, Right, Left, Right, B, A. If you entered the code in the right way then you will hear a sound. This allows you to pull off special moves with easy movements. For instance, when playing as Ryu press Forward + Punch to send out a fireball. This will make the game easier to play with the small arrow pad. Press Select to toggle "easy special mode" on or off.

TEKKEN ADVANCE

UNLOCK ALL CHARACTERS

At the main menu, press and hold A and B. Then press L, R, R, L, L, UP, UP, R. This will give you every fighter in the game.

TETRIS WORLDS

In order to unlock the original and arguably the best version of Tetris; hold down the left shoulder button whilst on the Main Menu screen and highlight the Marathon option then press select. Now on the Marathon game selection screen there will be a new game option called Popular. This is the classic version of Tetris that we all love so much, without any of the clutter or confusing special features that cloud the gameplay of later incarnations.

THE SCORPION KING: SWORD OF OSIRIS

LEVEL SELECT

Enter the following character colours at the password screen: Blue, Green, Green, Blue.

PLAY AS CASSANDRA

To play the whole adventure as the female character, enter Mathayus, Menmon, Isis, Mathayus as your password code.

THUNDERBIRDS: INTERNATIONAL RESCUE

Thousands, well, hundreds, well, oodles of super-useful passwords

for you to hump to any point in this F-A-B GBA adventure and allow you try a little cheating!

SAUDI ARABIA

Tin-Tin	Island	Hood	Jeff
Scott	TB5	Hood	Jeff
Parker	Virgil	Mole	Mole
Tin-Tin	Penny	Island	Alan
Kyrano	FAB2	Island	TB4

AMSTERDAM

Alan	Fab1	Brains	John
TB3	TB5	John	Kyrano
Tin-Tin	Brains	FAB1	Brains
Parker	Hood	Kyrano	TB5
John	TB2	Scott	FAB2

LONDON

TB4	TB5	Brains	Parker
Hood	FAB1	Mole	TB4
Gordon	TB1	Virgil	Hood
Gordon	Penny	Alan	Brains

LONDON

Mole	Jeff	TB5	Scott
Virgil	Island	John	Fab1
Alan	Parker	FAB1	FAB2
TB3	Parker	FAB2	Penny

SOUTH AFRICA

Jeff	Fab1	Kyrano	Tin-Tin
Jeff	Penny	TB1	Penny
Kyrano	Gordon	John	John
Virgil	TB3	TB2	Mole
TB4	Gordon	Brains	Brains

LONDON AGAIN

Island	TB5	Penny	Tin-Tin
TB3	TB3	Parker	Alan
Gordon	Gordon	FAB2	FAB1

RUSSIA

Mole	Brains	Tin-Tin	TB1
Island	John	Brains	Alan
Alan	Alan	Island	Penny
Penny	Kyrano	Alan	TB1
TB2	TB4	Island	TB4
FAB2	TB2	Hood	Virgil

SILICON VALLEY

Tin-Tin	Hood	TB5	John
Scott	TB4	Scott	TB4
Gordon	Scott	TB3	TB1
Hood	TB5	Kyrano	Hood
TB5	Mole	TB3	Jeff
Scott	TB5	Scott	Mole

LONDON FINAL

TB2	Scott	Jeff	Virgil
Gordon	TB1	Scott	

END SEQUENCE

FAB1	FAB1	Penny	Virgil
Bonus Hoverbike			
FAB2	Virgil	TB1	TB2
(Start the first level, then die, then you will go to the hover bonus level)			

CHEATS

ULTIMATE SPEED

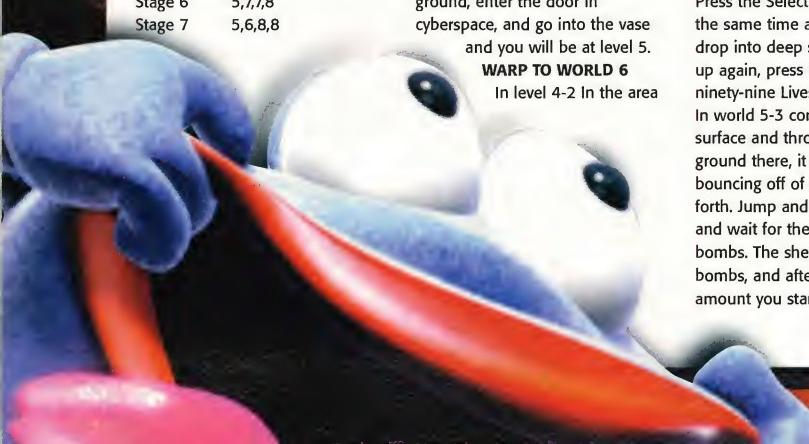
Jeff	Island	Virgil	Jeff
------	--------	--------	------

ENDLESS TIME

Parker	Alan	TB4	TB2
--------	------	-----	-----

INVINCIBILITY

TB2	Mole	Jeff	Gordon
-----	------	------	--------





TOM AND JERRY: THE MAGIC RING

PASSWORD LIST

Enter the following passwords in order to advance through the game's levels:

Level 2: 3783	Level 3: 5423
Level 4: 5348	Level 5: 5126
Level 6: 8238	Level 7: 8143

TOM & JERRY: THE MAGIC RING

LEVEL PASSWORDS

2 3783
3 5423
4 5348
5 5126
6 8238
7 8143

TONY HAWK'S PRO SKATER 2

UNLOCK SPIDER-MAN

To unlock Spider-Man as a playable character, enter the following button presses at the main menu or while paused during gameplay.

Press and hold R, then press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, START.

ALL LEVELS UNLOCKED AND MAXIMUM MONEY

To unlock all of the levels in the game and max out your money, enter the following button presses at the main menu or while paused during gameplay.

Press and hold R, then press B, A, LEFT, DOWN, B, LEFT, UP, B, UP, LEFT, LEFT.

HAPPY FACE BLOOD

To unlock Happy Blood, enter the following button presses at the main menu or while paused during gameplay.

Press and hold R, then press START, A, DOWN, B, A, LEFT, LEFT, A, DOWN.

SET TIME TO ZERO

To set the time to zero, enter the following button presses at the main menu or while paused during gameplay.

Press and hold R, then press LEFT, UP, START, UP, RIGHT.

TURN OFF THE BLOOD!

To clean up the game and turn off the spouting claret, enter the following button presses at the main menu or while paused during gameplay.

Press and hold R, then press B, LEFT, UP, DOWN, LEFT, START, START.

UNLOCK ALL LEVELS

To unlock all of the levels in the

game, enter the following button presses at the main menu or while paused during gameplay.

Press and hold R, then press A, START, A, RIGHT, UP, UP, DOWN, DOWN, UP, UP, DOWN.

UNLOCK CHEATS

To unlock all of the Cheats in the Cheat menu (in the Options screen), enter the following button presses at the main menu or while paused during gameplay.

Press and hold R, then press B, A, DOWN, A, START, START, B, A, RIGHT, B, RIGHT, A, UP, LEFT.

UNLOCK DISCO ZOOM

To unlock the crazy disco zoom feature (which makes your game look a bit like a seventies episode of Top Of The Pops before they got more sophisticated visual effects), enter the following button presses at the main menu or while paused during gameplay.

Press and hold R, then press LEFT, A, START, A, RIGHT, START, RIGHT, UP, START.

UNLOCK MINDY

To unlock Mindy, the female cop, hold R and press A, Left, Left, Up, Right, B, A, and Start at the main menu.

UNLOCK SPIDER-MAN

Wall Crawl

To unlock the Spider-Man Wallcrawl feature, enter the following button presses at the main menu or while paused during gameplay.

Press and hold R, then press RIGHT, A, DOWN, B, A, START, DOWN, A, RIGHT, DOWN.

UNLOCK UNLIMITED AIR

To unlock unlimited air at the game menu screen, enter the following combination.

While holding the R button press LEFT, A, START, A, RIGHT, UP, START.

Now every time you ollie, hold B and you'll be able to fly. It's a bit hard to control at first, but you can use L and R to go left and right, UP and DOWN to go forward and back B to rise and A to hover. It needs a bit of practice!

TONY HAWK'S PRO SKATER 3:

UNLOCK WOLVERINE:

Complete the game in 'Pro' and 'Sponsor' mode with one character, (including all medals and all goals) to unlock the long-nailed mutant.

TONY HAWK'S 2 COSTUME:

Complete 'Pro tour' with all goals and all medals to grab the shirt

and shorts that Tony wears in his previous game.

UNLOCK TURBO MODE:

Get every gap on every level (except The Zone) to unlock this mode.

TUROK: EVOLUTION

LEVEL PASSWORDS

1-2 K8T87 NL46K 6T8K
1-3 K8T87 NL46K T7R3
1-4 K8T87 NL46K 4V2T
2-1 K8T87 NL46K 7NR1
2-2 K8T77 N5408 VROS
2-3 K8T77 NL42R 2T74
2-4 K8T77 NL42R 39KV
3-1 K8T77 NL42R KV41
3-2 55987 L5452 V052
3-3 5K987 V5452 3678
3-4 5K987 V5452 LV15
4-1 5K987 V5452 3K21
4-2 5K987 V5452 9VL2
4-3 KK987 V2457 TV7L
4-4 KK987 V2457 5RTV
5-1 KK987 V2457 K69L
5-2 KK987 V2457 759T
5-3 KL987 NT465 364V
5-4 KL987 NT465 TK8N

URBAN YETI

UNLOCK EVERYTHING

Enter TONYGOLD on the password screen. This will allow you to get to the cheat menu, with difficulty setting, Level Select and Music options.

WARIO LAND 4

UNLOCK WARIO KARAOKE

To unlock this secret mode, (which allows you to speed them up or slow them down using Left and Right, or change the pitch of the song by pressing Up or Down, or toggle the CD colours by pressing L or R) go to the sound room. Highlight "Exit" then press R + L + SELECT + START + UP.

LISTEN TO CDS

Whenever you get a CD during gameplay, it will be available to listen to later. Once you get one, go to the Sound Room to hear it. Unlock Super Hard mode. Simply finish the game on hard mode. Now start a new game file – you will see this option. It gives you only one heart when starting a level, and a time limit of 15 seconds to destroy a boss.

WILD THORNBERRYS: CHIMP CHASE

Level Password

Jungle 2 457JXTJ3
Jungle 3 473H1SZD
Plains 1 B147T3B2

Plains 2 4DZZFB7F

08BMM074

Plains 3 Y5TSGWK2

08BMC874

Arctic 1 6GRHJ74W

68MBLQ86

Arctic 2 KF3W6JR

08CMC074

Arctic 3 MR8594NJ

08CCM074

Outback 1 8!YJCDH4

00CCM874

Outback 2 !2VKUFS

08CLM874

Outback 3 NDC4SJ3S

OOLBB284

End M661M8LB

00MCC874

GET A WEAPON

Start a match in hardcore mode. Go up to the crowd and press Right, L.

Weakening your opponent

Beat up your opponent until they start to bend over (indicating that they are hurt). You can now use any maximum damage move, if you pick them up off the ground. Rikishi May, 1st Week

When you are given a choice between password and new game, go to Password. Then enter CLXWV9OC. You would be taken to be taken to play as Rikishi in the first week of May.

WWF BETRAYAL

Everyone knows that the well-known boys in the WWF are a tough bunch, so you might need a bit of help giving the smug muscleheads the beating up they deserve... even if you can smell what The Rock is cooking.

PASSWORDS

Stage The Rock	Steve Austin
Level 2 1314	1344
Boss 1 1411	1441
Level 3 2413	2443
Level 4 2214	2244
Boss 2 2412	2442
Stage Triple H	
Undertaker	
Level 2 1324	1334
Boss 1 1421	1431
Level 3 2423	2433
Level 4 2224	2234
Boss 2 2422	2432

WWF ROAD TO WRESTLEMANIA

STONE COLD PASSWORDS

HHMBCQ84

HMQ6H2R4

HMHM3QR4

CMVO23WC

CCO03VWC

CRWC73CW

CHH2WWWV

CHZOH3C4

HCWMQZR4

60LBL786

68MCM876

Defending all belts

OOCBBZ84

O8CCC874

6RLBM686



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22

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The cover of Issue 22 of Pokemon World magazine features a large orange bear-like creature (likely a Cubone or similar) in the foreground, looking towards the viewer. Behind it is a blue, fish-like creature (possibly a Magikarp). The title 'POKÉMON WORLD' is written in large, stylized letters across the top. Below the title, there's a globe and the text 'BUILD YOUR LEGENDARY COLLECTION'. A red banner across the middle says 'NEW POKÉMON REVEALED!' with 'Stats, strengths & strategies inside'. To the right, there's a circular badge for 'FREE! POKÉMON GOODIES!' and another for 'WIN! DVD PLAYER & SIMPSONS GOODIES'. The bottom of the cover shows several trading cards from the 'POKÉMON & SAPPHIRE' set. A barcode and the issue number '22' are visible on the right edge.

IT'S BETTER THAN
A POKÉ IN THE EYE!

KNOW YOUR

GAME BOY SUPER DIRECTORY

GAMES

GAME BOY ADVANCE



ADVANCE WARS

	87%
	87%
Genre: Strategy Publisher: Nintendo Issue: 22	

ALEX FERGUSON'S PLAYER MANAGER 2000

	90%
	90%
Genre: Sports Publisher: Ubi Soft Issue: 28	

ALIENATORS: EVOLUTION CONTINUES

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AN AMERICAN TAIL: FIEVEL'S GOLD RUSH

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	83%
Genre: Platform Publisher: Big Ben Issue: 25	

ARCADE CLASSICS

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Genre: Party/Puzzler Publisher: Konami Issue: 30	

ARMY MEN ADVANCE

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	79%
Genre: Shoot-'em-up Publisher: 3DO Issue: 19	

ARMY MEN: OPERATION GREEN

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	86%
Genre: Adventure Publisher: 3DO Issue: 25	

ATLANTIS: THE LOST EMPIRE

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Genre: Platform Publisher: THQ Issue: 22	

BACK TRACK

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Genre: First-Person Shooter Publisher: Telegames Issue: 21	

BATMAN: VENGEANCE

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Genre: Platform Publisher: Ubi Soft Issue: 23	

BLACK BELT CHALLENGE

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	87%
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	93%
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BOXING FEVER

	69%
	69%
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BREATH OF FIRE

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	88%
Genre: RPG Publisher: Ubi Soft Issue: 24	

BREATH OF FIRE 2

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	89%
Genre: RPG Publisher: Ubi Soft Issue: 30	

BRITNEY'S DANCE BEAT

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	88%
Genre: RPG Publisher: THQ Issue: 28	

BROKEN SWORD: SHADOW OF THE TEMPLARS

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	81%
Genre: Adventure Publisher: BAM! Entertainment Issue: 27	

CASPER

	84%
	84%
Genre: Adventure Publisher: MicroSoft Issue: 22	

CASTLEVANIA: CIRCLE OF THE MOON

	90%
	90%
Genre: Platform Publisher: Konami Issue: 19	

CASTLEVANIA: HARMONY OF DISSONANCE

	90%
	90%
Genre: Platform Publisher: Konami Issue: 33	

CHU CHU ROCKET

	82%
	82%
Genre: Puzzle Publisher: SEGA Issue: 19	

COLIN MCRAE RALLY 2

	94%
	94%
Genre: Racing Publisher: Ubi Soft Issue: 33	

COLUMNS CROWN

	92%
	92%
Genre: Puzzle Publisher: SEGA Issue: 24	

CRASH BANDICOOT XS

	88%
	88%
Genre: Platform Publisher: Vivendi Issue: 27	

CRAZY CHASE

	68%
	68%
Genre: Puzzle Publisher: Big Ben Issue: 34	

CREATURES

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	86%
Genre: Puzzle Publisher: Swing! Issue: 23	

CRUISIN' VELOCITY

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	13%
Genre: Racing Publisher: Midway Issue: 26	

CT SPECIAL FORCES

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	90%
Genre: Strategy Publisher: LSP Issue: 30	

DARK ARENA

	84%
	84%
Genre: Shoot-'em-up Publisher: THQ Issue: 26	

DAVID BECKHAM SOCCER

	90%
	90%
Genre: Sports Publisher: Rage Issue: 24	

DAVIS CUP TENNIS

	58%
	58%
Genre: Sports Publisher: Ubi Soft Issue: 29	

DENKI BLOCKS

	91%
	91%
Genre: Puzzle Publisher: Rage Issue: 22	

DEXTER'S LABORATORY: DEESEASTER STRIKES!

	78%
	78%
Genre: Adventure Publisher: Barn! Entertainment Issue: 23	

DINOTOPIA: TIMESTONE PIRATES

	82%
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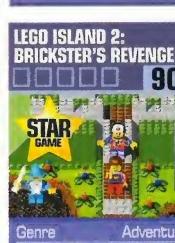
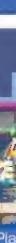
GAMES

GAME BOY ADVANCE



DOKAPON: MONSTER HUNTER	DONALD DUCK ADVANCE	DOOM	DDWNFORCE	DRIVEN	DROOPY'S TENNIS OPEN	DUKE NUKEM ADVANCE
80%	80%	70%	81%	91%	79%	83%
I said this prayer, but I wonder if there's a God?			Race Time: 00:05:21	16	157	
Genre RPG	Genre Platform	Genre Shoot-'em-up	Genre Racing	Genre Racing	Genre Sports	Genre Shoot-'em-up
Publisher Ubi Soft	Publisher Ubi Soft	Publisher Activision	Publisher Virgin	Publisher Barnl	Publisher Big Ben Int.	Publisher Take 2
Issue 30	Issue 24	Issue 23	Issue 29	Issue 23	Issue 30	Issue 34
EARTHWORM JIM	EARTHWORM JIM 2	ECKS VS SEVER 2: BALLISTIC	ECCO MANIA	E.T. THE EXTRA TERRESTRIAL	EXTREME GHOSTBUSTERS: ECTO-1	FILA DECATHLON
79%	72%	80%	88%	86%	51%	82%
Genre Platform	Genre Platform	Genre Shoot-'em-up	Genre Puzzle	Genre Adventure	Genre Adventure	Genre Sports
Publisher Majesco	Publisher Vivendi	Publisher Barnl	Publisher Kemco	Publisher Ubi Soft	Publisher Wanadoo	Publisher THQ
Issue 21	Issue 34	Issue 34	Issue 32	Issue 28	Issue 26	Issue 26
FINAL FIGHT ONE	FIRE PRO WRESTLING A	THE FLINTSTONES: BIG TROUBLE IN BEDROCK	FROGGER'S ADVENTURES	FROGGER'S GREAT QUEST	F-ZERO ADVANCE	GEKIDO
85%	83%	77%	76%	86%	88%	89%
Genre Beat-'em-up	Genre Beat-'em-up	Genre Platform	Genre Adventure	Genre Platform	Genre Racing	Genre Beat-'em-up
Publisher Ubi Soft	Publisher 3DO	Publisher Swing!	Publisher Konami	Publisher Konami	Publisher Nintendo	Publisher Zoo Digital
Issue 22	Issue 19	Issue 25	Issue 25	Issue 33	Issue 19	Issue 33
GHOUls 'N GHOSTS	GO! GO! BECKHAM ADVENTURE ON SOCCER ISLAND	GOLDEN SUN	GUILTY GEAR X	GREMLINS: GIZMO VS STRIPE	GT ADVANCE CHAMPIONSHIP RACING	GT ADVANCE 2 RALLY RACING
83%	90%	95%	75%	69%	89%	77%
Genre Platform	Genre Platform	Genre RPG	Genre Beat-'em-up	Genre Platform	Genre Racing	Genre Racing
Publisher Capcom	Publisher Rage	Publisher Nintendo	Publisher Big Ben	Publisher Wanadoo	Publisher THQ	Publisher THQ
Issue 34	Issue 32	Issue 27	Issue 33	Issue 29	Issue 19	Issue 28
GT CHALLENGE	HARRY POTTER & THE PHILOSOPHER'S STONE	HEY ARNOLD! THE MOVIE	HIGH HEAT MAJDR LEAGUE BASEBALL 2002	HOT POTATO!	HOT WHEELS: BURNING RUBBER	ICE AGE
76%	68%	79%	87%	42%	62%	76%
Genre Racing	Genre Adventure	Genre Platform	Genre Sports	Genre Puzzle	Genre Racing	Genre Platform
Publisher Kemco	Publisher EA	Publisher THQ	Publisher 3DO	Publisher Pukka Games	Publisher THQ	Publisher Ubi Soft
Issue 19	Issue 24	Issue 34	Issue 21	Issue 20	Issue 27	Issue 28
INTERNATIONAL KARATE	IRIDION 3D	ISS	JACKIE CHAN ADVENTURES	JAMES POND: ROBOCOD	JIMMY NEUTRON: BOY GENIUS	JURASSIC PARK: DINO ATTACK
68%	87%	94%	83%	79%	83%	86%
Genre Beat-'em-up	Genre Shoot-'em-up	Genre Sports	Genre Beat-'em-up	Genre Platform	Genre Platform	Genre Adventure
Publisher Studio 3	Publisher THQ	Publisher Konami	Publisher Activision	Publisher Swing	Publisher THQ	Publisher Konami
Issue 24	Issue 21	Issue 23	Issue 24	Issue 34	Issue 27	Issue 27



JURASSIC PARK 3: DNA FACTOR 65%	JURASSIC PARK 3: PARK BUILDER 84%	KAO THE KANGAROO 55%
Genre Platform Publisher Konami Issue 21	Genre Party/Puzzle Publisher Konami Issue 22	Genre Platform Publisher Titus Issue 24
KELLY SLATER'S PRO SURFING 56% 	KING OF FIGHTERS: NEOBLOOD 95% 	KLONDA: EMPIRE OF DREAMS 92% 
Genre Sports Publisher Activision Issue 33	Genre Beat-'em-up Publisher SNK Issue 31	Genre Platform Publisher Infogrames Issue 27
KURU KURU KURURIN 89% 	LADY SIA 85% 	LAND BEFORE TIME 40% 
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MAYA THE BEE: THE GREAT ADVENTURE 58% 	MECH PLATOON 82% 	MEDABOTS 1 & 2 49% 
Genre Platform Publisher Acclaim Issue 29	Genre Strategy Publisher Kemco Issue 26	Genre Beat-'em-up Publisher Ubi Soft Issue 31
MEGAMAN 2 88% 	MEGAMAN BATTLE NETWORK 90% 	MIDNIGHT CLUB 70% 
Genre Platform Publisher Capcom Issue 34	Genre RPG Publisher Ubi Soft Issue 24	Genre Racing Publisher Digital Issue 27
MIDWAY GREATEST HITS 70% 	MIKE TYSON BOXING 78% 	MONSTER FORCE 89% 
Genre Arcade Publisher Midway Issue 24	Genre Beat-'em-up Publisher Ubi Soft Issue 26	Genre Puzzle Publisher Vivendi Issue 34
MR DRILLER 2 85% 	MUPPET PINBALL MAYHEM 76% 	MONSTERS, INC. 89% 
Genre Puzzler Publisher Namco Issue 33	Genre Arcade Publisher Ubi Soft Issue 31	Genre Adventure Publisher THQ Issue 25
MOTO GP 90% 	MOTO RACER ADVANCE 79% 	MORTAL KOMBAT ADVANCE 65% 
Genre Racing Publisher THQ Issue 22	Genre Racing Publisher THQ Issue 34	Genre Beat-'em-up Publisher Midway Issue 26

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GAME BOY ADVANCE



NAMCO MUSEUM Genre: Retro Publisher: Namco Issue: 25	NEXT GENERATION TENNIS Genre: Sports Publisher: Wanadoo Issue: 31	NO RULES: GET PHAT Genre: Platform Publisher: TDK Issue: 24	PAC-MAN COLLECTION Genre: Puzzle Publisher: Infogrames Issue: 25	PETER PAN: RETURN TO NEVER LAND Genre: Platform Publisher: Ubi Soft Issue: 27	PHALANK Genre: Shoot-'em-up Publisher: Big Ben Int Issue: 24	PINBALL ADVANCE Genre: Puzzler Publisher: Zoo Digital Issue: 33
PINBALL CHALLENGE ADVANCE Genre: Arcade Publisher: Ubi Soft Issue: 31	PINKY AND THE BRAIN: THE MASTERPLAN Genre: Platform Publisher: Swing Issue: 32	PINDBEE: WINGS OF ADVENTURE Genre: Platform Publisher: Activision Issue: 19	PITFALL: THE MAYAN ADVENTURE Genre: Platform Adventure Publisher: Activision Issue: 21	PLANET MONSTERS Genre: Puzzle Publisher: Titus Issue: 22	POCKET MUSIC Genre: Simulation Publisher: RAGE Issue: 25	POWERPUFF GIRLS Genre: Adventure Publisher: Bam! Issue: 34
POWERPUFF GIRLS: MOJO JOJO-A-GO-GO Genre: Shoot-'em-up Publisher: BAM! Issue: 23	POWER RANGERS: TIME FORCE Genre: Action Publisher: THQ Issue: 25	PUYO POP Genre: Puzzle Publisher: Infogrames Issue: 27	RAMPAGE PUZZLE ATTACK Genre: Puzzle Publisher: Midway Issue: 24	RAYMAN ADVANCE Genre: Platform Publisher: Ubi Soft Issue: 19	READY 2 RUMBLE ROUND 2 Genre: Beat-'em-up Publisher: Midway Issue: 19	ROBOT WARS ADVANCED WARS Genre: Simulator Publisher: BBC Issue: 23
ROCKET POWER: THE DREAM SCHEME Genre: Platform Publisher: THQ Issue: 23	RUGRATS: CASTLE CAPERS Genre: Platform Publisher: THQ Issue: 23	SABRINA THE TEENAGE WITCH: POTION COMMOTION Genre: Platform Publisher: Ubi Soft Issue: 32	SCOOBY DOO & THE CYBER CHASE Genre: Platform Publisher: THQ Issue: 23	SCOOBY DOO: THE MOTION PICTURE Genre: Adventure Publisher: THQ Issue: 31	SCRABBLE Genre: Adventure Publisher: THQ Issue: 31	SHAUN PALMER SNOWBOARDING Genre: Sports Publisher: Activision Issue: 23
SHEEP! Genre: Strategy Publisher: Capcom Issue: 30	SHREK SWAMP KART Genre: Racing Publisher: TDK Issue: 27	SMUGGLER'S RUN Genre: Racing Publisher: Zoo Digital Issue: 33	SNOOD Genre: Puzzle Publisher: Digital Issue: 23	SOCCER KID Genre: Sports Publisher: Telegames Issue: 31		
SONIC ADVANCE Genre: Platform Publisher: Infogrames Issue: 26	SPEEDBALL 2 Genre: Sports Publisher: Wanadoo Issue: 32	SPIDER-MAN: MYSTERIO'S MENACE Genre: Platform Beat-'em-up Publisher: Activision Issue: 21	SPIDER-MAN: THE MOVIE Genre: Platform Publisher: Activision Issue: 29	SPIRIT: STALLION OF THE CIMARRON Genre: Adventure Publisher: THQ Issue: 31		



SPONGEBOB SQUAREPANTS: SUPERSPONGE 82%	SPYHUNTER 87%	SPYRO: SEASON OF ICE 96%	STAR WARS EPISODE II: ATTACK OF THE CLONES 68%	STAR WARS: JEDI POWER BATTLES 59%	STAR X 73%
Genre Platform Publisher THQ Issue 23	Genre Shoot-'em-up Publisher Midway Issue 30	Genre Adventure Publisher Vivendi Issue 23	Genre Platform Publisher THQ Issue 30	Genre Adventure Publisher THQ Issue 26	Genre Shoot-'em-up Publisher BAM! Issue 29
STEVEN GERRARD'S TOTAL SOCCER 85%	STUART LITTLE 2 85%	SUM OF ALL FEARS 88%	SUPER BUST-A-MOVE 59%	SUPER MARIO ADVANCE 73%	SUPER MARIO ADVANCE 2 90%
Genre Sports Publisher Ubi Soft Issue 22	Genre Platform Publisher Activision Issue 31	Genre Adventure Publisher Ubi Soft Issue 34	Genre Puzzle Publisher Ubi Soft Issue 23	Genre Platform Publisher Nintendo Issue 19	Genre Platform Publisher Nintendo Issue 27
SUPER STREETFIGHTER II TURBO REVIVAL 94%	TEKKEN ADVANCE 91%	TETRIS WORLDS 90%	THE AMAZING VIRTUAL SEA MONKEYS 90%	THE RIPPING FRIENDS 58%	THE SCORPION KING: THE SWORD OF OSIRIS 77%
Genre Beat-'em-up Publisher Ubi Soft Issue 23	Genre Beat-'em-up Publisher Infogrames Issue 27	Genre Puzzle Publisher THQ Issue 23	Genre Party Publisher Swing Issue 29	Genre Adventure Publisher THQ Issue 28	Genre Platform Publisher Vivendi Issue 28
TIGER WOODS PGA TOUR GOLF 88%	TINY TOON ADVENTURES: BUSTER'S BAD DREAM 82%	TINY TOON ADVENTURES: WACKY STACKERS 82%	TOM CLANCY'S RAINBOW SIX: ROGUE SPEAR 93%	TOM & JERRY: THE MAGIC RING 86%	THONDRECKERS: INTERNATIONAL RESCUE 88%
Genre Sports Publisher Zoo Digital Issue 32	Genre Platform Publisher Wart hog PLC/Swing! Issue 25	Genre Puzzle Publisher Wart hog PLC/Swing! Issue 25	Genre Adventure Publisher Ubi Soft Issue 27	Genre Action Publisher Ubi Soft Issue 25	Genre Adventure Publisher SCi Issue 23
TOP GUN FIRESTORM ADVANCE 62%	TUROK EVOLUTION 70%	TWEETY & THE MAGIC GEMS 89%	ULTIMATE BRAIN 85%	URBAN YETI 84%	V-RALLY 3 91%
Genre Strategy Publisher Titus Issue 30	Genre Platform Publisher Acclaim Issue 34	Genre Party Publisher Planet Issue 19	Genre Puzzler Publisher Telegames Issue 33	Genre Adventure Publisher Telegames Issue 31	Genre Racing Publisher Infogrames Issue 30
WHO WANTS TO BE A MILLIONAIRE? 50%	WOLFENSTEIN 3D 90%	WOODY WOODPECKER 72%	WORMS WORLD PARTY 85%	WTA TOUR TENNIS 76%	WWF: ROAD TO WRESTLEMANIA X8 92%
Genre Puzzler Publisher Zoo Digital Issue 33	Genre Shoot-'em-up Publisher BAM! Issue 29	Genre Platform Publisher Kemco Issue 34	Genre Shoot-'em-up Publisher Ubi Soft Issue 33	Genre Sports Publisher Konami Issue 30	Genre Beat-'em-up Publisher THQ Issue 23
X-MEN REIGN OF APOCALYPSE 76%	ZONE OF ENDERS 77%	ZOCUBE 77%			WWF: ROAD TO WRESTLEMANIA 88%
Genre Beat-'em-up Publisher THQ Issue 23	Genre Strategy Publisher Konami Issue 31	Genre Puzzle Publisher Acclaim Issue 32			Genre Beat-'em-up Publisher THQ Issue 23

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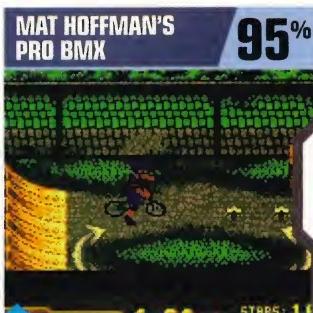
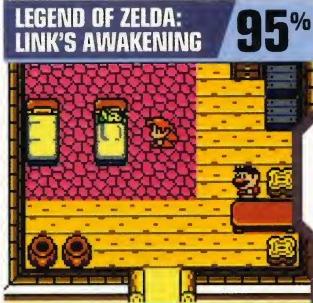
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Welcome to CABLE CLUB COLOSSEUM.



MARK : WHAT?



GAME NAME	GENRE	PUBLISHER	ISSUE	RATING
102 Dalmatians	Platform	Activision	15	72%
1942	Shoot-'em-up	Capcom	20	82%
3D Pocket Pool	Sports	Virgin	17	85%
720 Degrees	Arcade	Nintendo	03	43%
A Bug's Life	Platform	THQ	02	58%
Action Man	Platform	THQ	16	78%
Adventures of the Smurfs, The	Adventure	Infogrames	14	55%
Airforce Delta	Flight Simulation	Konami	14	70%
Aladdin	Platform	Disney	13	75%
Alfred's Adventure	Platform	Sci	11	80%
Alice In Wonderland	Adventure	Nintendo	18	93%
Aliens: Thanatos	Adventure	THQ	17	78%
All Star Baseball 2000	Sports	Acclaim	04	86%
All Star Tennis '99	Sports	Ubi Soft	05	86%
Alone In The Dark	Adventure	Infogrames	18	85%
Animorphs	RPG	Ubi Soft	14	60%
Antz Racing	Racing	EA	16	70%
Antz	Platform	Infogrames	05	75%
Antz World Sportz	Sports	Big Ben Int	24	8%
Asterix: Search For Dogmatix	Platform	Infogrames	10	89%
Austin Powers	PC Sim	Rockstar	12	92%
Babe And Friends	Puzzle	Crave	03	70%
Baby Felix Halloween	Platform	BBI	23	69%
Backgammon	Puzzle	JVC	12	64%
Barbie: Ocean Discovery	Adventure	Mattel	07	50%
Barbie: Pet Patrol	Simulation	Vivendi	26	72%
Batman Of The Future	Beat-'em-Up	Ubi Soft	14	83%
Batman: Chaos In Gotham	Platform	Ubi Soft	14	83%
Battleships	Strategy	Take 2	05	78%
Bear In The Big Blue House	Party	Ubi Soft	27	70%
Beauty And The Beast	Puzzle	Disney	06	68%
Black Bass Lure Fishing	Sports	Majesco	14	78%
Blade	Shoot-'em-up	Activision	15	67%
Bob The Builder	Puzzle	BBC Int.	14	68%
BSX Road Champs	Sports	Activision	16	85%
Bubble Bobble Classic	Puzzle	Taito	08	86%
Buffy The Vampire Slayer	Platform	THQ	12	55%
Bugs Bunny Crazy Castle 4	Platform	Kemco	09	47%
Bust-A-Move 4	Puzzle	Acclaim	04	75%
Buzz Lightyear Star Command	Shoot-'em-up	Activision	15	66%
Cannon Fodder	Strategy	Codemasters	15	90%
Carmageddon	Racing	Sci	03	36%
Castlevania Legends	Platform	Konami	01	84%
Caterpillar Construction Zone	Simulation	Mattel	12	85%
Catwoman	Platform	Kemco	10	68%
Catz/Dogz	Virtual Pet	Mattel	09	58%
Centipede	Shoot-'em-up	Take 2	02	64%
Chase HQ: Secret Police	Adventure	Metro 3d	05	75%
Chessmaster	Puzzle	Mindscape	04	79%
Chicken Run	Adventure	THQ	14	83%
Colin McRae Rally	Racing	THQ	20	96%
Commander Keen	Platform	Activision	20	70%
Conker's Pocket Tales	Adventure	Nintendo	03	90%
Cool Bricks	Puzzle	Sci	11	86%
Cool Hand	Puzzle	Take 2	02	85%
Croc	Platform	THQ	10	90%
Croc 2	Adventure	THQ	12	91%
Cyber Tiger	Sports	EA Sports	13	91%
Daffy Duck: Fowl Play	Platform	Sunsoft	09	88%
Daikatana	RPG	Activision	15	92%
Déjà Vu 1 & 2	Adventure	Kemco	08	90%
Dexter's Lab: Robot Rampage	Platform	Ubi Soft	20	70%
Dinosaur	Adventure	Ubi Soft	12	83%
Dinosaur'us	Platform	EA	15	73%
Disney's Atlantis	Platform	THQ	22	79%
Disney's Magical Racing Tour	Racing	Activision	15	79%
Diva Starz	Party	Vivendi	29	59%
Donald Duck: Quack Attack	Platform	Ubi Soft	14	84%
Donkey Kong Country	Platform	Nintendo	14	90%
Donkey Kong Land	Platform	Nintendo	01	86%
Doug's Big Game	RPG	Ubi Soft	16	90%
Doug's Big Game	RPG	Ubi Soft	16	90%
Dragon Ball Z: Legendary Super Warriors	RPG	Infogrames	31	65%
Dragon Tales: Dragon Wings	Puzzle	Ubi Soft	16	69%
Dragon Warrior Monsters	RPG	Eidos	07	92%
Driver	Racing	Infogrames	10	92%
Dropzone	Shoot-'em-up	Acclaim	03	82%
Duke Nukem	Platform	GT Int.	03	90%
Dukes of Hazzard 2	Racing	Ubi Soft	16	82%
Earthworm Jim: Menace...	Platform	Crave	06	80%
Elevator Action	Platform	TDK	18	80%
Elmo 123	Puzzle	Ubi Soft	15	70%
Elmo ABC	Puzzle	Ubi Soft	15	45%
Elmo In Grouchland	Platform	Ubi Soft	15	69%
Emperor's New Groove	Platform	Ubi Soft	16	82%
E.T. Escape From Planet Earth	Adventure	Ubi Soft	26	82%
E.T. Digital Companion	Simulation	Ubi Soft	26	70%
Evil Knievel	Sports	Take 2	06	75%
Extreme Ghostbusters	Platform	Koch Media	23	48%

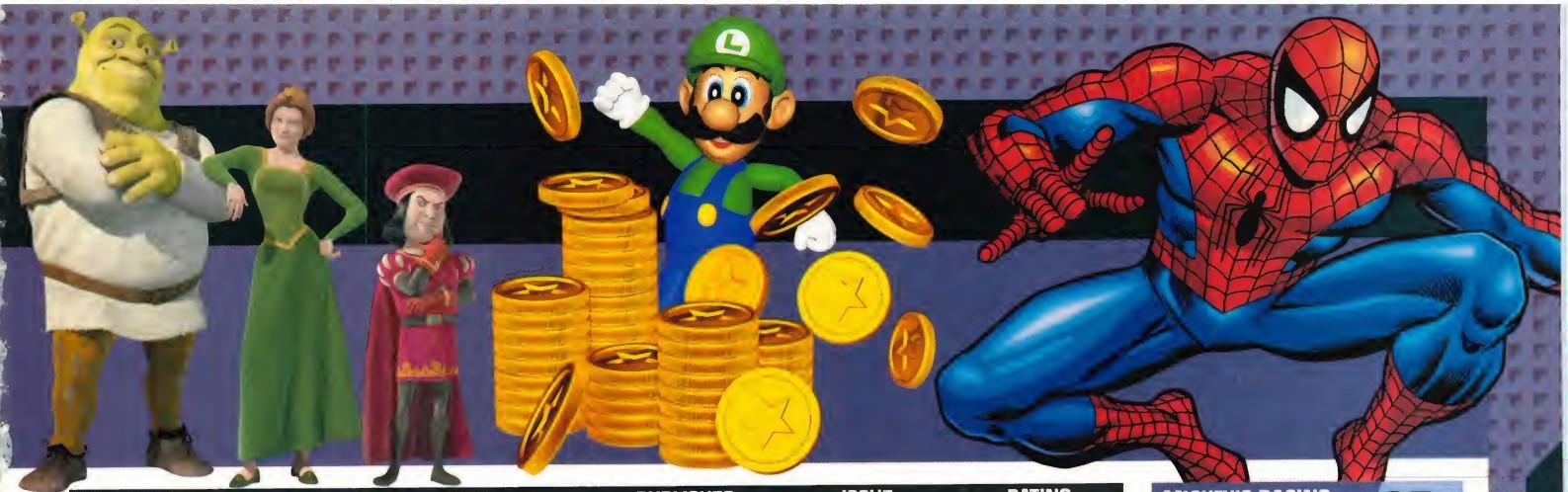
Adventure

Arcade

Kill-'em-up

Platform

Puzzle



GAME NAME	GENRE	PUBLISHER	ISSUE	RATING
Extreme Sports Bernstein Bears	Sports	TDK	17	80%
F1 Championship 2000	Racing	EA Sports	13	74%
F1 World Grand Prix	Racing	V System	04	74%
F18 Thunderstrike	Simulation	Take 2	11	28%
FA Premier League Stars	Sports	EA Sports	19	60%
FIFA 2000	Sports	EA Sports	07	73%
Final Fantasy Adventure	RPG	Sunsoft	01	85%
Final Fantasy Legend	RPG	Sunsoft	01	78%
Final Fantasy Legend II	RPG	Sunsoft	01	86%
Final Fantasy Legend III	RPG	Sunsoft	01	90%
Fish Files, The	Adventure	Microds	22	89%
Flintstones: Bedrock	Arcade	Virgin	12	43%
Flipper & Lopaka	Platform	Ubi Soft	16	80%
Fort Boyard	Adventure	Microds	22	52%
Freestyle Scooter	Sports	Ubi Soft	19	68%
Frogger	Arcade	Take 2	02	80%
Frogger 2	Arcade	Hasbro	13	80%
Game & Watch 2	Arcade	Nintendo	02	92%
Game Boy Gallery 3	Party	Nintendo	09	85%
Gex 3: Deep Pocket Gecko	Platform	Eidos	08	87%
Gex Enter The Gecko	Platform	Interplay	02	90%
Ghosts 'N' Goblins	Platform	Capcom	19	78%
Gift	Adventure	Cryo	15	63%
Godzilla: Monster Wars	Shoot-'em-up	Ubi Soft	16	66%
Golden Goal	Sports	Tarantula	05	76%
Grand Theft Auto	Adventure	Rockstar	06	62%
Grand Theft Auto 2	Adventure	Rockstar	14	90%
Gremmies: Unleashed	Platform	Koch Media	23	82%
Grinch, The	Arcade	Konami	14	90%
Hands of Time	Adventure	Virgin Int.	19	77%
Harry Potter And The Philosopher's Stone	RPG	EA	24	79%
Harvest Moon	RPG	Nintendo	02	93%
Harvest Moon 2	RPG	Ubi Soft	16	89%
Harvest Moon 3	RPG	Ubi Soft	28	86%
Hello Kitty's Cube Frenzy	Puzzle	Ubi Soft	15	58%
Hercules	Adventure	Virgin Int.	19	74%
Hexite	Puzzle	Ubi Soft	02	75%
Hollywood Pinball	Puzzle	Take 2	02	64%
Hot Wheels: Stunt Track Driver	Racing	Mattel	11	85%
Indiana Jones: Infernal Machine	Adventure	THQ	18	89%
Inspector Gadget	Platform	Ubi Soft	14	72%
International Karate	Beat-'em-up	Studio 3	07	92%
International Superstar Soccer	Sports	Konami	01	79%
ISS Pro '99	Sports	Konami	05	78%
Jeremy McGrath: 2000	Racing	Acclaim	12	55%
Jeremy McGrath Supercross	Racing	Acclaim	09	71%
Jim Henson's Muppets	Platform	Take 2	09	75%
Joust/Defender	Arcade	Midway	04	75%
Jungle Book: Mowgli's Wild...	Platform	Ubi Soft	14	90%
Keep The Balance!	Puzzle	JoWood	24	69%
Kirikou	Platform	Wanadoo	25	80%
Klax	Puzzle	Midway	04	52%
Kluster	Puzzle	Infogrames	03	58%
Konami Collection 4	Party	Konami	12	55%
Legend Of The River King 2	RPG	Ubi Soft	17	82%
Lego Alpha Team	Strategy	Lego Int.	15	80%
Lego Racers	Racing	Lego Int.	15	79%
Lego Stunt Rally	Racing	Lego Int.	15	83%
Lion King: Simba's Adventure	Platform	Activision	15	79%
Little Mermaid 2: Pinball Frenzy	Puzzle	Nintendo	15	80%
Little Nelly	Platform	Ubi Soft	22	66%
Logical	Puzzle	THQ	02	78%
Looney Tunes	Platform	Sunsoft	02	80%
Looney Tunes Martian Alert	RPG	Infogrames	10	90%
Looney Tunes Martian Revenge	RPG	Infogrames	13	80%
Looney Tunes Racing	Racing	Infogrames	19	75%
Lucky Luke	Platform	Infogrames	04	81%
Magical Tetris Challenge	Puzzle	Disney	09	81%
Mario Golf	Sports	Nintendo	05	95%
MarioTennis	Sports	Nintendo	15	95%
Mary Kate & Ashley Get A Clue	Puzzle	Acclaim	28	67%
Mary Kate & Ashley Winner's Circle	Sports	Acclaim	28	55%
Mat Hoffman's Pro BMX	Sports	Activision	18	95%
Matchbox: Emergency Patrol	Simulation	THQ	19	79%
Maya The Bee	Platform	Acclaim	04	82%
Maya The Bee: Garden...	RPG	Bonsai	15	50%
Megaman Xtreme	Platform	Capcom	19	89%
Men In Black	Shoot-'em-up	Interplay	02	80%
Men In Black 2	Platform	Crave	11	42%
Merlin	Platform	EA	15	54%
Metal Gear Solid	Adventure	Konami	09	94%
Mickey's Racing Adventure	Racing	Nintendo	07	95%
Mickey's Speedway USA	Racing	Nintendo	17	90%
Micro Machines	Racing	Codemasters	01	91%
Micro Machines 1 & 2: Twin...	Racing	THQ	08	93%
Micro Maniacs	Racing	THQ	22	59%
Mission Bravo	Strategy	THQ	19	65%
Mission Impossible	Racing	Infogrames	07	90%
Monkey Puncher	Platform	Ubi Soft	15	80%

RPG

Simulation

Sports/Racing

Strategy

Star Game

MICKEY'S RACING ADVENTURE

95%



TOMB RAIDER

95%



MARIO TENNIS

95%



MARIO GOLF

95%



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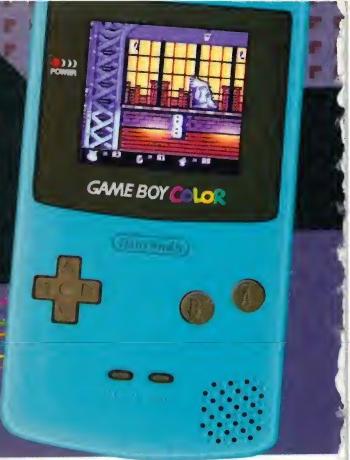
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GAME NAME	GENRE	PUBLISHER	ISSUE	RATING
Monopoly	Board Game	Konami	01	90%
Monsters, Inc.	Adventure	THQ	25	70%
Montezuma's Return	Platform	Take 2	01	79%
Moomin's Tale	Adventure	Sunsoft	09	82%
Moon Patrol/Spy Hunter	Compilation	Midway	04	60%
Mortal Kombat 4	Beat-'em-up	Midway	02	51%
Mr Driller	Arcade	Namco	16	80%
Mr Nutz	Platform	Infogrames	06	70%
Ms Pac-Man: Speed Colour...	Puzzle	Namco	06	85%
MTV Sports Skateboarding	Sports	THQ	13	46%
Mummy, The	Platform	Konami	14	90%
Mummy Returns, The	Platform	Vivendi	18	78%
Mystical Ninja	RPG	Konami	01	60%
NBA In The Zone 2000	Sports	Konami	10	85%
NBA In The Zone	Sports	Konami	04	48%
New Addams Family, The	Adventure	Microds	22	63%
NFL Blitz	Sports	Midway	04	83%
NHL 2000	Sports	EA Sports	08	67%
NHL Blades Of Steel	Sports	Konami	04	51%
No Fear: Downhill Biking	Racing	THQ	22	49%
Noddy And The Birthday Party	Adventure	BBC	08	72%
NY Racer	Racing	Koch Media	23	80%
O'Leary Manager 2000	Sports	Ubi Soft	11	85%
Obelix	Platform	Infogrames	04	89%
Odd World Adventures	Platform	GT Interactive	02	85%
Odd World Adventures II	Platform	GT Interactive	05	87%
Pac-Man: Speed Colour Edition	Arcade	Namco	05	82%
Paperboy	Arcade	Midway	04	62%
Perfect Dark	Shoot-'em-up	Nintendo	11	94%
Pitfall: Beyond The Jungle	Platform	Virgin	03	81%
Player Manager 2001	Sports	THQ	17	85%
Pocket Bowling	Sports	Jaleco	05	52%
Pocket Racing	Racing	Virgin	13	54%
Pocket Soccer	Sports	Nintendo	18	80%
Pokémon Gold/Silver/Crystal	RPG	Nintendo	16/20	95%
Pokémon Pinball	Puzzle	Nintendo	13	85%
Pokémon Red/Blue	RPG	Nintendo	04	85%
Pokémon Trading Card Game	RPG	Nintendo	14	87%
Pokémon Yellow	RPG	Nintendo	10	95%
Pong	Arcade	Take 2	11	75%
Pop 'N' Pop	Arcade	JVC	12	77%
Powerpuff Girls: Bad Mojo Jojo	Platform	Ubi Soft	18	78%
Powerpuff Girls: Battle Him	Platform	Ubi Soft	19	80%
Powerpuff Girls: Paint The Town...	Platform	Ubi Soft	19	80%
Power Quest	Beat-'em-up	Sunsoft	01	85%
Power Rangers: LSR	Platform	THQ	15	72%
Prince Naseem Boxing	Beat-'em-up	THQ	20	70%
Prince Of Persia	Platform	Red Orb	04	90%
Pro Pool	Sports	Codemasters	10	70%
Project S-11	Shoot-'em-up	Sunsoft	13	75%
Puchi Carat	Puzzle	Taito	10	65%
Quest For Camelot	RPG	Titus	02	84%
Rainbow 6	Strategy	Red Storm	08	82%
Rainbow Islands	Platform	TDK	19	87%
Rampage World Tour	Arcade	Midway	02	58%
Rayman	Platform	Ubi Soft	07	90%
Rayman 2 - The Great Escape	Platform	Ubi Soft	27	80%
RC Pro-Am	Racing	Nintendo	01	83%
Ready 2 Rumble Boxing	Sports	Midway	07	73%
Reservoir Rat	Platform	Take 2	02	84%
Resident Evil Gaiden	Adventure	Virgin	24	83%
Return Of The Ninja	Platform	Ubi Soft	17	83%
Revelations: The Demon Slayer	RPG	Atlas	05	89%
Rhino Rumble	Platform	Telegames	26	77%
Road To El Dorado	Platform	Ubi Soft	11	77%
Robin Hood	Adventure	EA	16	83%
Robocop	Shoot-'em-up	Titus	20	79%
Robot Wars	Bash-'em-up	BBC Int.	14	75%
Rocket Power	Sports	THQ	18	52%
Roland Garros French Open	Sports	Cyro	12	60%
Ronaldo V-Football	Sports	Infogrames	07	65%
Roswell Conspiracies	Adventure	Ubi Soft	18	80%
R-Type DX	Shooter	Infogrames	04	60%
Rugrats In Paris	Puzzle	THQ	15	71%
Rugrats The Movie	Platform	THQ	02	87%
Rugrats: Time Travellers	Platform	THQ	06	72%
Rugrats: Totally Angelica	Puzzle	THQ	13	71%
Sabrina: Spooked	Platform	Vivendi Universal	24	69%
Sabrina The Teenage Witch...	Platform	Havas Int.	15	60%
Santa Claus Junior	Platform	JoWood	24	83%
Scooby Doo: Classic Creep...	Adventure	THQ	17	77%
Scrabble	Puzzle	Ubi Soft	24	92%
Shadowgate Classic	RPG	Kemco	03	48%
Shanghai Pocket	Puzzle	Sunsoft	01	79%
Shaun Palmer Pro Snowboarder	Sports	Activision	25	85%
Shelly Club	Puzzle	Vivendi	26	82%
Shrek: Fairytale Freakdown	Beat-'em-up	TDK	19	71%
Simpsons: Treehouse Of Horror	Platform	THQ	17	70%
Smurf's Nightmare, The	Platform	Infogrames	03	78%

Adventure

Arcade

Kill-'em-up

Platform

Puzzle


THUNDERBIRDS
93%

WARIO LAND III
93%

ALICE IN WONDERLAND
92%
**AUSTIN POWERS:
OH BEHAVE**
92%
TALKER
**Smashing! And I'm
spent.**

Please wait
while the Game
Boy shuts
down...



GAME NAME	GENRE	PUBLISHER	ISSUE	RATING
Snoopy Tennis	Sports	Infogrames	19	85%
Snow Cross	Sports	Vivarious	23	30%
Snow White And The Seven Dwarves	Adventure	Ubi Soft	24	60%
Soccer Manager	Sports	Acclaim	11	69%
Space Invaders	Shoot-'em-up	Activision	06	69%
Space Station Silicon Valley	Platform	Take 2	05	90%
Speedy Gonzales: Aztec...	Platform	Infogrames	09	75%
Spider-Man	Platform	Activision	13	89%
Spider-Man 2: Sinister Six	Platform	Activision	19	88%
Spirou: The Robot Invasion	Platform	Ubi Soft	10	86%
SpongeBob Squarepants	Platform	THQ	18	80%
Spy Vs Spy	Arcade	Kemco	04	77%
Star Wars: Episode 1 Racer	Racing	LucasArts	07	93%
Star Wars: Obi Wan's...	Adventure	THQ	15	85%
Star Wars: Yoda Stories	RPG	LucasArts	08	84%
Stranded Kids	RPG	Konami	08	79%
Streetfighter Alpha	Beat-'em-up	Capcom	08	85%
Stuart Little: The Journey Home	Adventure	Activision	21	77%
Super Breakout	Puzzle	Take 2	02	70%
Super Mario Bros DX	Platform	Nintendo	03	94%
Super Marioland 2	Platform	Nintendo	01	90%
Super Return Of The Jedi	Platform	LucasArts	01	72%
Supercross	Racing	Infogrames	14	88%
Supreme Snowboarding	Sports	Infogrames	06	53%
Suzuki Allstar Extreme	Racing	Ubi Soft	06	72%
Swiv	Shoot-'em-up	SCI	16	85%
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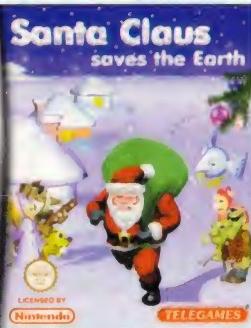
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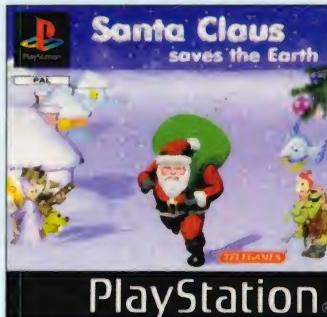
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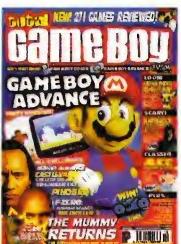
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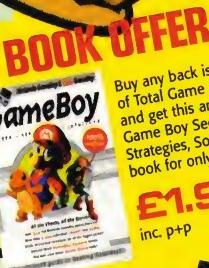
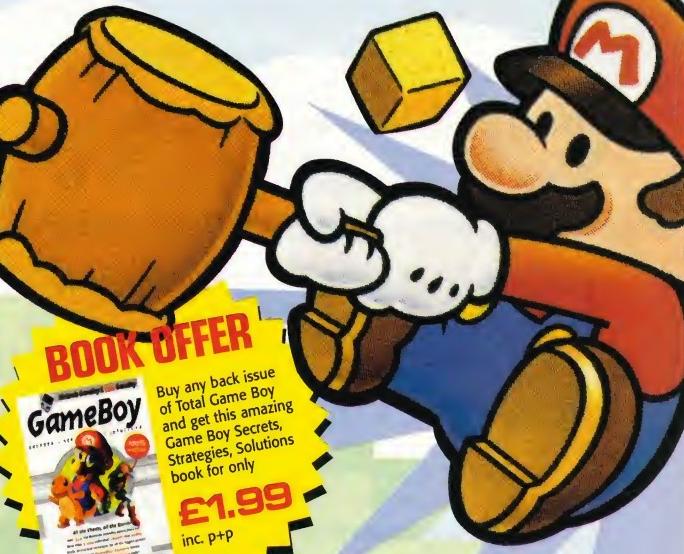
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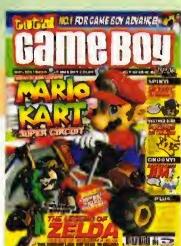
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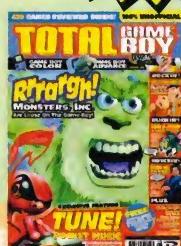
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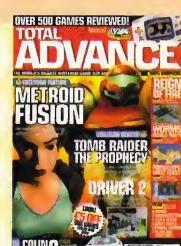
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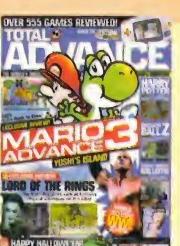
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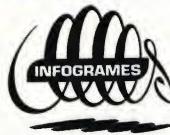
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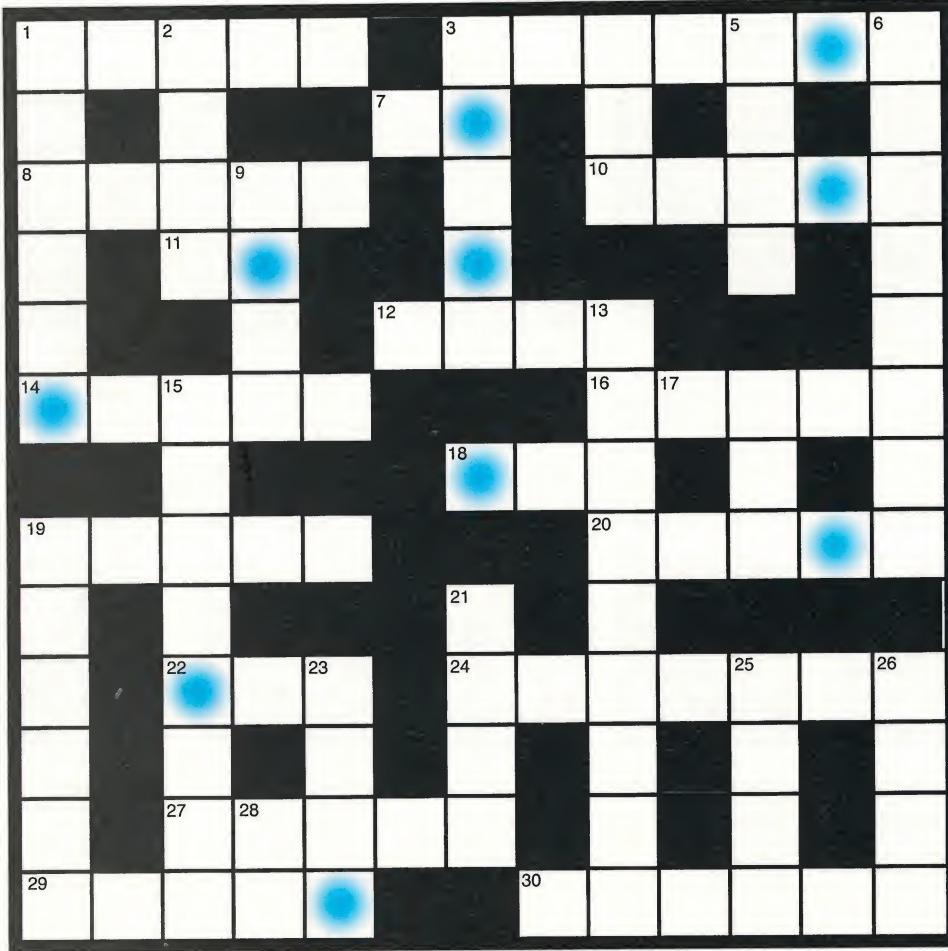
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ACROSS

- The original Hobbit! (5, 7)
- See One Across.
- Mario, Shrew or Robotnik? (2)
- Homer's evil boss. (5)
- The only GBA herding game. (5)
- Party. (2)
- Some people say the GBA is a portable... (1, 1, 1, 1)
- Pokémon number 244. (5)
- Sonic's new rabbit pal. (5)
- She's a Lady! (3)
- Kazooie's bear pal. (5)
- Alphabetical Pokémon. (5)
- Professor Oak has one. (3)
- Frodo's wizard friend. (7)
- Light... or _Wulf? (5)
- Written composition. (5)
- Where Rayman really comes from. (6)

DOWN

- It stars two dragons! (6, 6)
- _ Of The Rings. (4)
- The Life of ___, Monty Python movie. (5)
- US Petrol. (3)
- Forest in Pokémon Crystal. (4)
- The Man of Steel. (8)
- Proboscis. (4)
- Both Pugsley and the Rugrats have had this kind of hunt. (9)
- Inane GBA music. (7)
- Bigheads have a big...? (3)
- See One down.
- Shrek is one! (4)
- What kind of Mario appears in Yoshi's Island? (4)
- So be it! (4)
- Breath of...? (4)
- Car breakdown or drink problem? Call these guys! (1, 1)

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MAGAZINE TEAM

Managing Editor **Nick Roberts**

nickr@paragon.co.uk

Group Editor **Simon Phillips**

lip@paragon.co.uk

Group Art Editor **Nick Trent**

jent@paragon.co.uk

Design **Nicky Bartlett, Andy Hope, Steph Peat**

Staff Writer **Byron Wilkinson**

byron@paragon.co.uk

CONTRIBUTORS

Russell Murray, Karen Hollock, Chandra Nair,
Alison Frith, Kendall Lacey, Luke Albiges, Mark
Hattersley, Roy Kimber, Gary Adams, Simon Cann,
Sanna Tagharobi, Charlotte Martyn

ADVERTISING

Advertising Manager **Felicity Mead**

01202 200224 felicity@paragon.co.uk

ADVERTISING SALES EXECUTIVES

Marcus Reeves

01202 209366 marcus@paragon.co.uk

Nick Welch

01202 209308 nickw@paragon.co.uk

CLASSIFIED SALES EXECUTIVE

Andrea Gamson

01202 200222 andrea@paragon.co.uk

Senior Copy Controller **Jo Spick**

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PRODUCTION & DISTRIBUTION

Production Manager **Dave Osborne**

Bureau Manager **Chris Rees**

Scanning/Prepress **Penny Johns**

Circulation Manager **Tim Harris**

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DIRECTORS

Editorial Director **Damian Butt**

Production Director **Jane Hawkins**

Circulation & Marketing Director **Kevin Petley**

Advertising Director **Peter Cleall**

Art Director **Mark Kendrick**

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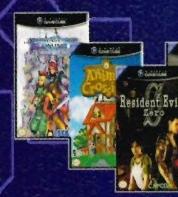
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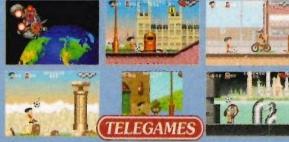
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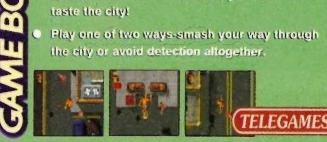


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ISSUE 36
ON SALE
19 DECEMBER



ROCKIN' ROBOTS

0-31

FESTIVE FUSION

We'll be bringing you our massive in-depth review of the VERY FIRST ORIGINAL Nintendo title for the GBA – Metroid Fusion lands at the start of the months, and we'll have completed it and rated it for you before we even think about Christmas shopping! Only a few sleeps left!

THE CHAMBER OF SECRETS OPEN SESAME!

We've managed to grab for you the OFFICIAL guide to Harry Potter and the Chamber of Secrets on the GBA, as written by the makers of the game themselves! From your lonely bedroom at the Dursley's house to Griffindor Champion, everything you need to know will be in the pages of TA! Plus, we'll also tell you what we really think of the Game Boy Color version, with a little luck!



YOU'D BETTER NOT POUT...

...And we're telling you why – expect not one, but TWO jovial Christmas games in the next issue – Santa Claus Jr bounds onto the GBA just as Telegames announce a yuletide release for Santa Claus Saves The Earth – just the stocking filler you need, or would a satsuma and a walnut whip be more entertaining? Find out next issue!



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Turf Wars ↗ Animaniacs ↗ Disney's Sports
Skateboarding and whatever else Daddy
Christmas brings us! Plus we'll be taking
brand new looks at Crash Bandicoot 2 and
Pokémon Ruby and Sapphire – including
a complete list of the brand new
Pokémon!



You know how it is – this could well be what awaits you in the next issue of TOTAL ADVANCE – but as we'll be spending most of our time in church, it being Christmas, we may have to fall back on drawings of robins or suchlike.

BE QUICK!
Email, text or post
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anything GBA-related!

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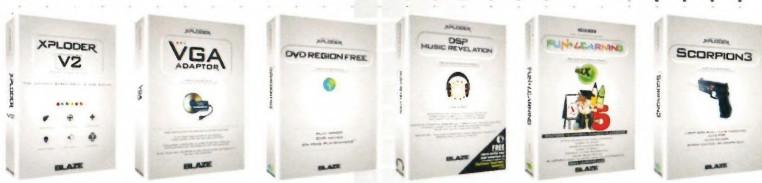
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